



THE CITADEL

JOURNAL

ISSUE 2



**HARLEQUINS IN
SPACE HULK**

**KNIGHTS OBJECTIVES
FOR WARHAMMER**

LEAGUE OF HEROES

**HIGH ELF MAGIC
FOR MAN O'WAR**

URBAN WARFARE IN EPIC

AND MORE...

**GAMES
WORKSHOP®**



5 011921 006991 >

SPACE HULK

HARLEQUIN PLAY SHEET

ACTION POINT SUMMARY

Action	Blip	Pure-strain	Harlequin
Move 1 square forward	1	1	1
Move 1 square backwards	1	2	1
Move 1 square sideways	1	2	1
Turn 90°	-	0	0
Turn 180°	-	1	1
Set overwatch	-	-	2
Clear jammed weapon	-	-	1
Assume defensive stance	-	-	2
Initiate close assault	1	1	1
Open/ close door	1	1	1
Leap	-	-	2
Perform deathdance	-	-	3

Harlequins, Genestealers and Blips have 6APs per turn.

HARLEQUIN QUICK REFERENCE RULES

Leap. A Harlequin may leap over an obstacle (crates or rubble) as long as the square immediately beyond the obstacle is free.

Defensive Stance. A Harlequin may assume a defensive stance for a cost of 1AP, the Harlequin receives a +1 bonus in close combat for the duration of the opponent's turn.

Deathdance. A Harlequin may perform a deathdance for a cost of 3APs. Whilst in the deathdance the Harlequin may close assault and follow up for free. This continues until either there are no targets remaining, a combat is drawn or the Harlequin is killed.

Solo. The Harlequin player may allow one model per turn to perform a Solo. At the start of each turn the Harlequin player places the Solo marker next to the chosen model. The chosen model now receives 9APs instead of 6, at least 1AP of which must be used to attack the enemy in close combat. The same model may not perform a Solo in two consecutive turns.

Shuriken Pistol. A shuriken pistol rolls one die and kills Genestealers on 6+, has a range of 12 squares, may be used on overwatch and gains a +1 sustained fire bonus for the 2nd shot and +2 for 3rd and subsequent shots.

Shuriken Cannon. A shuriken cannon rolls two dice and kills Genestealers on 5+, has an unlimited range, may be used on overwatch and gains a +1 sustained fire bonus for the 2nd shot and +2 for 3rd and subsequent shots. The shuriken cannon jams on a roll of a double on overwatch.

CLOSE ASSAULT BONUSES

Action	Bonus
Great Harlequin	+1
Power Glove or Power Axe	+1
Power Sword or Chainsword	+1*
Harlequin's Kiss	+2**
Deathdance	+1
Defensive Stance	+1
Shuriken Pistol	+1

*A power sword or chainsword allows the user to parry by making the opponent reroll one die used in the attack.

**A Harlequin armed with a Harlequin's Kiss cannot enter a deathdance

Harlequin Basic Factor: 1D6 -1



SOLO MARKER



DEFENSIVE STANCE MARKERS



JOURNAL



CONTENTS

WARHAMMER

- Weather Magic** 4
New spells to add to your spellbook on controlling the fickle forces of nature.
- Knights Objectives** 18
Knights form one of the most potent units on the table, unless of course they're getting distracted by damsels in distress or fulfilling some blood oath!

SPACE HULK

- Harlequins** 8
Dean Bass gives details for using one of the Galaxy's most potent close combat troops against those dreaded Genestealers. With complete campaign.

WARHAMMER 40,000

- Wolf Lord Kvalnir Silverclaw** 22
Full details of grizzly old Kvalnir 'I've clawed my way through the ranks/ don't call me sir, I work for a living' Silverclaw in your Space Wolf armies.

SPACE MARINE

- Storm the Breach** 30
Gav presents full urban combat rules for fighting Space Marine battles in anything from plasma power stations to gothic shopping malls.

BITZ 'N' PIECES

- Gaming League** 26
The opportunity to boast of your gaming prowess unfurls before your very eyes.
- Wind and Wave** 42
High Elf Mage Sassoon details the latest hair fashions for the Ulthuan autumn collection... Oh, and some High Elf Man O' War Magic rules.
- Mumblings** 48
We take a peek at your some of your wierd and wonderful items of mystical destruction. The mailman has now got three arms and green, slimy skin, so they must be pretty potent.



COPYRIGHTS AND TRADEMARKS

All subject matter in The Journal is © Copyright Games Workshop Ltd 1994.
All artwork in all Games Workshop products, and all images contained therein have been produced either in-house or as work for hire. The exclusive copyright in the artwork and the images it depicts is the property of Games Workshop Ltd. © Copyright Games Workshop Ltd 1994. All rights reserved.

Registered Trademarks

The following are all registered trademarks of Games Workshop Ltd.

Armageddon, Blood Bowl, Chivalry, the Citadel logo, Confrontation, Dark Future, Eldar Attack, Epic, the Flame logo, the Games Workshop logo, Games Workshop, Realm of Chaos, Slottabase, Space Fleet, Space Marine, Talisman, White Dwarf and the White Dwarf figure, and Warhammer.

Trademarks

The following are all trademarks of Games Workshop Ltd.

Aspect Warrior, Avatar, Blood Angels, Bloodletter, Bloodthirster, Citadel, Daemonette, Dark Angels, Dark Reaper, Deathwing, Dragonmasters, Dungeonquest, Eldar, Exo Armour, Exarch, Eye of Terror, Farseer, Fire Dragon, Flesh Hound, Gargant, Genestealer, Gobbo, Great Unclean One, Gretchin, Grey Knight, Hunter

Slayer, Keeper of Secrets, Khorne, Knights Panther, Leman Russ, Lichemaster, Lightning Claw, Lord of Change, Madboy, Mekboy, Mighty Empires, Nurgle, Nurgling, Ogryn, Old World, Ork, Painboy, Plaguebearer, Psyker, Ratling, Ravenwing, Skaven, Slaanesh, Slann, Snodding, Space Hulk, Space Wolves, Squat, Squig, Swooping Hawk, Striking Scorpion, Terminator, Thunder Hammer, Troll Slayer, Tyranids, Tzeentch, Ultramarines, Warmaster, Weirdboy, Knights of the White Wolf, Worldeater.

Scatter dice are UK registered design No. 2017484.

Marauder Miniatures is a trademark of Marauder Miniatures Ltd. Used with permission.

CORRESPONDENCE

We welcome comments about The Journal, Games Workshop games. All letters except subscriptions and Mail Order should be addressed to: The Journal Bunker, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL.

Clearly mark your envelope with the name of the game you are writing to us about. If you want a reply you *must* enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

JOURNAL

EDITORIAL

Once more unto the Journal, dear friends.

Well, it's my turn to write the baffling baffoonery that passes for an editorial in the Citadel Journal. Actually it's not too hard as there's so much in the Journal that there is hardly any room left to write in. In fact putting this issue together has been rather like shoving a large drunken troll into a small and rather uncooperative suitcase. Strange the things you learn in this job.

Even as I type this (and I must say it's easier with the boxing gloves off) the first issue of the Journal has gone on sale. It seems to be going pretty well too (50 in one day- and that was before it was advertised). We've had all kinds of comments and suggestions about issue 1. One or two people even quite liked it (or bits of it anyway). Fact is, it looks like all the first issues are gonna be sold out pretty soon, so the chances are, as you read these very pages, the first journal is disappearing forever.

Anyway, this issue has lots of stuff in it and some of it is really quite good (honest). Of course, we'd like to cram this and every Journal with fascinating articles written by experienced gamers, but if we don't get any articles, letters, or any other things to put in the Journal then we'll have to write it all by ourselves. You wouldn't want that would you? Go on: write us a letter, or an article, or a suggestion, or something. You know it makes sense.

So, what unforeseen treasures lie in the forthcoming issues of the Citadel Journal? I have heard rumours that we'll be let loose in "Top Secret Drawer X" of the art file, providing we can battle our way past the mighty Squig 'ead (Dave to his friends) who defends that part of the studio. To my knowledge there are at least two as yet unpublished fantasy card buildings in that drawer which would fill up the insides of our covers very nicely thank you. We'll also be starting up the Games league, a national points based league for GW players, which we'll be reporting on every issue. There's an article explaining how the league works in this journal, so hopefully we'll be able to publish the first league table in issue 3.

That's enough about us poor mortals, lets have a look at what 'they' are doing. There's some pretty scary stuff going on round here and we think you ought to know about it. Of course 'they' tell us it's none of our business and we should get back to cleaning the bogs and wiping up the dribble. This, however, does not deter us. The world must learn what Chaotic horrors fester behind the mock necrotic facade of the Games Workshop studio. And there's an awful lot of dribble, I can tell you.

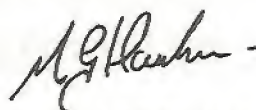
At this very point in time there's a massive uproar in the studio about a new Titan model designed by Dave Andrews for the forthcoming Titan Legions boxed game. It's big, it's powerful and it's beautifully sculpted. Andy Chambers is at this very moment trying to fight his way out from under a pile of hit location tables for this mighty machine.

Jervis Johnson is busy at work on the Warhammer Armies Undead book which includes more new characters and troop types than you wave a Necromancer Lord at. Jervis is also hammering the final runes into Deathzone, the first supplement for the new extra spiky Blood Bowl. The range of miniatures for the game is growing so rapidly that the studio figure cabinets can barely handle the strain. Let us suffice to say that the new models are absolutely gorgeous.

Rick Priestley has just started work on the Warhammer Armies Chaos book and is progressing at an alarming rate (largely due to the fact that Rick has sprouted an extra set of arms for this chaotic project and is typing twice as fast as normal).

At present, the studio is absolutely awash with conversions and special model projects in preparation of Mike McVey's modelling guide. It promises to be rather splendid to say the least. On top of that there's loads of lovely paint jobs from the 'Eavy Metal team being completed all the time, so keep your eyes peeled.

In the meantime, have fun!



Mark Hawkins



THE CITADEL JOURNAL PRESENTS

THE ESSENTIAL GUIDE TO SURVIVING GAMES WORKSHOP EVENTS

Tired of never reaching the front of the queue at the Golden Demon Awards? Sick of never being able to get to a Gaming Table at Games Day? Well, help is at hand in 'The Citadel Journal Guide to surviving Games Workshop Events'. An essential survival guide written by the people on the inside.

1. When the doors are opened and you make your way into the venue, you may have to fight your way to the whichever part of the display you wish to have a look at first. Although Daemon weapons of Doom, Fire, Death and Destruction are permitted for this purpose, we strongly advise against it, as they will definitely not make you very popular.

2. In the event of people instantaneously combusting with the sheer excitement of the event, you should not panic, it is a perfectly normal phenomena for any Games Workshop Event and should be treated thus.

3. Any member of Games Workshop staff found to be cowering in the corner muttering about Doom and Destruction and a general unwillingness to face the public should be reported to the nearest Commissar with all haste, this is your duty as Gamers, don't let us down.

4. Golden Demon and Games Day are a good opportunity to get some of the Studio Staff's autographs. You can get them to sign your posters or your rulebooks or even your favourite card templates. I would advise against asking them to sign various parts of your bodies as most of the studio staff have rather large signatures and they tend to use permanent ink (and some of them just leave a bite mark).

5. Spotting studio staff amongst the hoards of frenzied gamers is often difficult at these Events. Here's a few tips.

If you're looking for Jervis Johnson, simply find a chair or table to stand on and look for someone standing head and shoulders (and most of his torso) above the crowd.

Jes Goodwin is very easy to find. All you need to do is listen for the sound of pan pipes and keep an eye out for glowing Waystones and curved Wraithbone structures. You can then make him really happy by discussing Jethro Tull and The Electric Light Orchestra.

If you want to have a chat with Andy Chambers you need only to look for flickering green flames and a choir of Clanrats chattering their praise to the Horned Rat.

Finding Rick Priestley is simplicity itself, just wave a five pound note in the air and proclaim your intention to buy him a pint. I guarantee he'll come running.

If, while your wandering around the venue, you happen to hear insane giggling behind you, then you've probably found an escaped figure painter who should be returned to his seat as quickly as possible (we improve the chains every year, but they still slip away).

An easy way to uncover the whereabouts of the artists and figure designers is to raise one or all of these subjects.

Painting and sculpting techniques.

Beer.

Harley Davidsons.

Beer.

Re-enactment societies.

Beer.

Shampoo and other hair care products.

Beer.

The consistency of artists Gouache.

Beer.

Antique Weapons.

And finally Beer.

If on the other hand you want to find the three of us, just ask somebody if there's been any heresy reported, they'll probably point you in our direction.

6. In most normal situations I would strongly recommend the inadvisability of talking to anybody with fangs or abnormally long finger nails or, at the very least, a wild eyed visage. However, this is not a normal situation and if you were to ignore people with any of these attributes, you probably wouldn't be able to talk to any of the Figure designers.

7a. Do not accept offers of food or drink from any of the Promotions and Packaging team, they are a breed apart from the Normal (well, nearly normal) studio staff and cannot be trusted with consumables.

7b. Do not offer to feed any of the Promotions and Packaging team as it is quite possible that in their starved state they may attempt to eat arms or legs.

8. To make sure that you are definitely following all of our rules properly you should take notes from all of the recent Questions and Answers articles in White Dwarf. Then, when at the event, follow up by asking the Games Development team the same questions. I guarantee that there is no better way to make a friend in the studio

9. It's quite possible that towards the end of the day, the studio staff will be a little exhausted from answering all your questions, but it is important to keep them on their toes. This can be done by asking more questions like "What are the elbow and knee joints in Marine power armour made out of?" or "How does Ragnar Blackmane get his huge top knot inside his helmet?" or "Is Leman Russ working as an editor at the studio?"

10. Above all, have a good time.

Oh, and don't be fooled into thinking the studio staff are nice people, you should see them when the sun goes down!



WEATHER MAGIC

By MARK HAWKINS

As a follow up to last issues weather conditions rules system, it seemed to be only fair to work out a viable way to make these vastly uncontrollable forces a little more easy to deal with. As such I have devised a new set of Weather Magic spell cards including everything from cunning incantations to rule over the very storms themselves to subtle but highly dangerous spells influenced by the blazing sun. So without delay let us have a look in Ye Grand Olde Spell Booke under the chapter on wind, rain and all things sunny.

The spells I have developed for this most unpredictable of subjects cover what I hope to be a wide variety of eventualities and should satisfy anyone wanting to exploit the weather conditions featured in the last issue of the Journal. The cards included will hopefully make a useful addition to the cards already available in the Battle Magic supplement and fit in with this already powerful system. So without further insane mutterings and wafflings, let us get on with the issue in question.

The spells included with this article have been divided up into five main categories each of which may only be used by certain types of magic users. The five categories are as follows.

Sun Magic
Wind Magic
Mist Magic
Rain Magic
Snow Magic



The system I have devised for choosing Weather Magic cards is straightforward. After choosing the normal magic cards characteristic to your magic user you may opt to swap any of them for cards chosen at random from the Weather pack. You may not however change your mind once this is done and you are stuck with whatever you have chosen.

Using Weather Magic

As I mentioned, each of the five categories may only be used by certain Wizards. For example, it seems logical that a Wizard trained in the art of Dark Magic will tend towards the more storm oriented Spells, whereas a Wizard of the lighter arts might find himself particularly attuned to Weather Magic involving the sun. It's self explanatory really, but in case any doubt exists, here are a few pointers.

It is fair to say that a Wizard of one of the Colleges of Magic will have a fairly diverse and varied range when it comes to spells and as such they can use the cards from any of the categories

Users of High Magic have a grasp of possibly the widest range of spells in the Warhammer world, as such they can also use any of the weather magic categories.

Skaven magic users are generally limited to very dark magic in the Battle Magic decks so I have linked them with the more storm oriented spells such as snow, rain and wind.

Orc and Goblin Shamans are fairly limited in their range, so I have restricted them to rain oriented magic, I can just imagine a Shaman rain dancing on a mountain side.

Those who divulge in the darkness of Chaos magic are indeed the blackest of all, as such they may use any of the categories apart from sun magic.

Any magic user who normally uses Dark Magic is able to use spells from any of the decks except wind and sun

In addition, the actual weather conditions can boost the power of the appropriate spells, making it a fair bit easier for your wizard to cast them. If the current weather condition is the same as the spell type, then your wizard counts as having an additional power card for use with spells of that type.

You will, of course need to remove these cards from the pages of the Journal in order to use them, however, if you dont want to ruin your issue of the journal (I know I wouldn't) you may photocopy them for your personal use

POWER 1

RANGE 28"

WIND OF MISDIRECTION

The wizard may cast this spell on a single unit armed with any kind of ballistic weapons within 28". The unit in question is hit by a huge circling wind that prevents them being able to shoot straight as the wind catches hold of the missiles. Any missiles that are fired will be thrown out of the wind surrounding the unit in a random direction determined by a scatter dice and travel the weapons maximum range. Any unit or model in direct line of the wayward missile will be hit in the normal manner. The wind lasts till the beginning of the next magic phase.

POWER 2

GALE WARDEN

The air around the wizard begins to hasten until a whirling tornado surrounds him. With a flourish of his hands, the wind spreads to envelope the entire battlefield. The weather becomes windy. Roll on the Weather Conditions table for wind to determine the extent of the weather change.

POWER 1

RANGE 36"

MIRAGE

The wizard mutters beneath his breath as he points to an area of land within 36". An illusionary lake, 6" in diameter appears in this area, caused by an incredible heat haze. The enemy cannot move through this mirage unless they first make a successful leadership test to determine whether or not they believe the lake they see before them is real. In subsequent turns, the unit affected may only move through the lake if they succeed in making their leadership test. The mirage remains in play until it is dispelled or a unit or character moves through it. While a Mirage is in play, this spell may not be cast again.

POWER 2

SUN SEER

The wizard phrases ancient words of power as he looks to the skies. With the sun mysteriously reaching its zenith the weather becomes rather hot. The weather becomes sunny. Roll on the Weather Conditions table for sun to determine the extent of the sunshine.

POWER 2

RANGE 16"

RAZOR WIND

A single unit within 16" of the wizard is engulfed in a scything wind that splits armour and cuts flesh. The spell is represented by a 2" burst template that will move 2D6 inches in a random direction, indicated by a roll of a scatter dice, at the beginning of each new magic phase. The Razor Wind causes D6 strength 4 hits on any unit or character it passes over. The Razor Wind remains in play until it is dispelled or the wizard is killed. While a Razor Wind is in play, the spell may not be cast again.

POWER 2

RANGE 20"

SAND STORM

The wizard chants and gestures as he brings together the tendrils of a spell. Raising his hands to the skies, he calls up a swirling vortex that whips up the dust and dirt that lies all about. With a complex gesture he sends the flurrying tumult hurtling towards any unit within 20". This unit will be knocked prone for the next turn, unable to shoot, move or fight. In addition, any friendly unit in hand to hand combat with the target unit will hit the target automatically in hand to hand combat.

POWER 1

RANGE 12"

THE SUN DANCER

The wizard points at any 1 friendly model engaged in hand to hand combat within 12". This model will immediately get +1 extra attack as a small prancing sprite that seems to be made entirely of sunlight begins whirling and dancing in front of him, thus distracting the enemy. In addition, the bright light of which the sprite is made dazzles the opponent giving him a -1 modifier to hit. The sprite remains in play until the beginning of the next magic phase or until the model in question is killed.

POWER 2

CLOUD BREAKER

The wizard begins to chant as he raises his arms to the sky. With his voice reaching a crescendo, the clouds roll back from above the battlefield to reveal a clear blue sky with a bright sun shining down upon all who fight this day. The weather becomes clear and remains thus for the remainder of the battle, it can however be changed by another Weather Magic spell. Any weather magic currently in play is dispelled.

POWER 3 **RANGE 24"**

SLICING RAIN

With deep rumbling thunder in the heavens, a heavy rain begins to fall on any unit within 24" of the wizard. As the rain drops fall they freeze into solid razor sharp ice crystals that rip armour and lacerate flesh. The slicing rain causes 2D6 strength 4 hits to the target, negating armour as the razor sharp shards slice through it. Any unit in hand to hand combat with the target unit will receive 1D6 strength 3 hits. In addition, the target unit is at -1BS and -1WS until the beginning of the next magic phase.

POWER 2

FOG MASTER

A thick white mist begins to pour from the wizard's mouth and nose, spreading out to cover the entire battlefield with great drifts of fog that restrict the vision and muffle the sounds of ringing sword blows. The weather becomes foggy. Roll on the Weather Conditions table for fog to find how the weather changes.

POWER 3 **RANGE 12"**

CHOKING FOG

The wizard phrases ancient words of power and traces arcane symbols in the air with his forefinger, forming a thick grey mist before him. The mist will attack a single unit within 12" of the wizard and envelop it in darkness. The unit will need to make a leadership test. If the test is failed, work out how much by, this is the number of troops in the unit who have failed to hold their breath and have taken the poisonous gas into their lungs. The troops in question each take D3 wounds regardless of armour and toughness.

POWER 1 **RANGE 36"**

FROZEN GROUND

The wizard points a gnarled finger at a single enemy unit within 36". This unit feels the effects of extreme cold seeping into their feet and before long they find themselves frozen to the spot. They can however escape if they succeed in rolling under their strength on a D6. A roll of a 6 always fails, regardless of strength. If the unit comprises of models with different strength values, use the lowest for the roll. The Frozen Ground lasts until the beginning of the next magic phase.

POWER 2

STORM SCATHE

Electrical power crackles around the wizard's fingers as he raises his arms to the heavens. The skies open and torrents of rain fall upon the battlefield accompanied by the crash of thunder. Roll on the Weather Conditions table for rain to determine how the weather is affected.

POWER 2 **RANGE 24"**

FIRE HAIL

Great red tinted storm clouds begin to flurry about in the heavens and unearthly thunder fills the air. With the sound of falling cannonballs, red hot chunks of rock begin to fall from the skies to strike a single unit or character within 24" of the wizard. This target takes 2D6 strength 4 hits. Normal armour saving throws apply. Fire Hail is a fire attack and will therefore affect flammable troops as described in the Warhammer rulebook, and may cause fear in some creatures.

POWER 2 **RANGE 18"**

THE BLACK MIST

The wizard concentrates on the ground below a single enemy unit within 18". A thick black smog pours out of the very earth and begins to solidify into tough vine-like tendrils that will attack the unit in question with their lashing coils, inflicting D6 wounds on D6 models within the unit with no armour saving throws.

POWER 2

SNOW BRINGER

The wizard throws his head back and screams to the heavens. With an almost deadly silence, the first flakes of snow begin to fall, slowly building up into a flurry of blizzard. Roll on the Weather Conditions table for snow to determine the extent of the weather.

RAIN SPELL



RAIN SPELL

ICE SPELL



ICE SPELL

SUN SPELL



SUN SPELL

POWER 2

RANGE 18"

CURSE OF ICE

The wizard gestures towards a single model within 18". The model in question immediately begins to turn into a pillar of crystal ice. The poor victim of this spell may escape this fate worse than death by rolling equal to or under his toughness on a D6. A 6 always fails regardless of its toughness. If the test is failed, the victim suffers -1 to each of his characteristics instantly and suffers an additional -1 at the beginning of each subsequent turn. If any of the characteristics are reduced to zero, the model is dead and plays no more part in the battle. A dispell may be used in subsequent turns to negate the effects of the curse and return the model to its former glory.

WIND SPELL



WIND SPELL

FOG SPELL



FOG SPELL

POWER 2

RANGE 18"

ICE CHASM

The Wizard casts a steely gaze on an area of the battlefield 6" long and 2" wide. This area immediately freezes solid and a great crack in the earth rips open, place a suitable counter on the battlefield to represent the chasm. This huge fissure cannot be traversed for the remainder of the battle. In addition, any models caught under the template must roll equal to or under their initiative on 2D6 in order to escape falling into the gaping hole and plummeting to their deaths.

SUN MAGIC

Sun Seer, Cloud Breaker, Sun Dancer, Mirage.

WIND MAGIC

Gale Warden, Sand Storm, Wind of Misdirection, Razor Wind.

RAIN MAGIC

Storm Scythe, Fire Hail, Slicing Rain.

ICE MAGIC

Snow Bringer, Frozen Ground, Curse of Ice, Ice Chasm.

FOG MAGIC

Fog Master, The Black Mist, Chocking Fog.

SPACE HULK™

HARLEQUINS

By Dean Bass

The Harlequins are unique amongst Eldar. Instead of constantly defending the war like side of their personality from their artistic side, they actually see no distinction between art and war. A Harlequin Troupe travels from Craftworld to Craftworld with only one purpose, to perform The Dance.

The following rules are the basic rules for Harlequins in Space Hulk. Harlequins are Eldar specialist troops particularly well suited to combat the menace of the dreaded Genestealers. These rules are designed to be easy enough for all but the most novice gamers to grasp but should still provide a challenging game for the more experienced players. The four missions which follow the rules can be played using the models in the Harlequins boxed set or similar individual models. In all, thirteen models are needed and for ease of use should be at least similar to the descriptions given in the force lists. If you haven't got exact models you will have to make a note of which figure represents which character.

The major difference between Terminators and Harlequins is that the Harlequins are much better suited to attack the Genestealers in close combat and they move a lot faster. This leads to a completely different style of game, which I hope you will enjoy. You should find these new rules interesting and enjoy the new flavour they bring to the game. In future we intend to bring you other campaigns like this that use new races and new rules.



BACKGROUND

The very presence of Harlequins has been known to throw strong enemy armies into retreat and the arrival of a Harlequin Masque in the middle of a battle has been known to turn the tide from bitter defeat to outright victory. The Harlequins represent the cream of the Eldar fighting forces and owe no allegiance to any Craftworld. A Harlequin force can appear anywhere at anytime, responding to their own plans or whims.



The Harlequins have one great overriding passion, to make war on Chaos. When the first Space Hulk carrying Genestealers appeared in Eldar space it was seen as a challenge to the ideals of the Harlequins. Since then Harlequin Masques have always appeared to deal with Genestealer incursions. How they know when and where they will occur remains a mystery to the leaders of the Craftworlds but they are very grateful. The stories of these fights against such a deadly foe are full of heroism and valour and have only served to increase the awe surrounding the Harlequins.

A Harlequin force, or Masque, consists of a number of different troop types. For now we will deal with Troupers, Troupe Leaders, Great Harlequins and Death Jesters. Solitaires and Shadowseers may be covered in a later article.

The standard unit of Harlequin fighters is called the troupe. Troupers are the basic fighters of the Harlequins and a troupe consists of five Troupers commanded by a Troupe Leader. All six members of the troupe are armed with two weapons, either two hand weapons, two pistols or one of each. Given here are the rules for Shuriken pistols, but other weapons may be used by referring to weapons table in either Genestealer or Space Hulk Campaigns. A Troupe Leader may be armed with the dreaded Harlequin's Kiss, detailed later.

Any Masque will consist of a number of troupes commanded by a Great Harlequin. A Great Harlequin will be armed as the members of the Troupes but will be acknowledged as the greatest fighter of the Masque.

MOVEMENT

Harlequins have 6APs per turn.

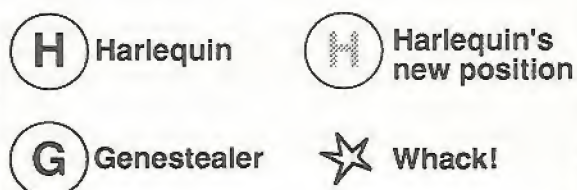
AP Table:	APs
1 square forwards	1
1 square backwards	1
1 square sideways	1
turn 90°	0
turn 180°	1
set overwatch	2
assume defensive stance	2
close assault	1
open/close door	1
leap	2
deathdance	3

Harlequins have a highly developed sense of perspective and balance. This combined with their amazing dexterity allows them unrestricted sideways and backwards movement. In addition, the Death Jesters have Flip Belts to counter the weight of their weapons, giving them the same AP costs as other Harlequins.

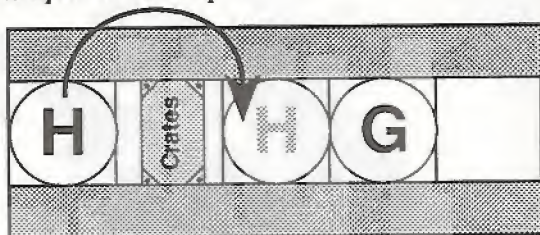
Leap

The leap is a special move which allows a Harlequin to clear an obstacle as long as the next square is empty. The Harlequin is placed in the empty square with the same facing as he started. A Harlequin may not leap over enemy models. See Example 1.

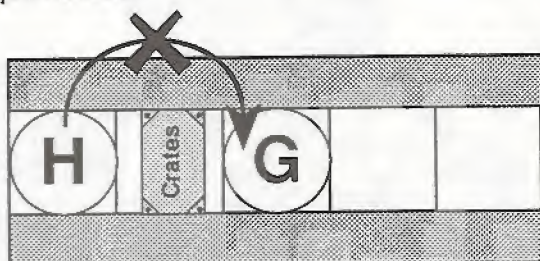
Key to Examples:



Example 1: The Leap



The Harlequin can leap over the blocked square as the next square is clear.



However, if the Genestealer was directly behind the obstacle, then the Harlequin could not leap over it.

CLOSE ASSAULT

Factors

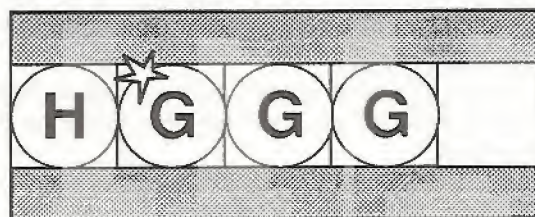
Harlequin's basic factor	D6-1
Great Harlequin	+1
Power Glove or Power Axe	+1
Power sword or Chainsword	+1 and parry
Harlequin's Kiss	+2
Deathdance	+1
Defence Stance	+1
Shuriken Pistol	+1

Deathdance

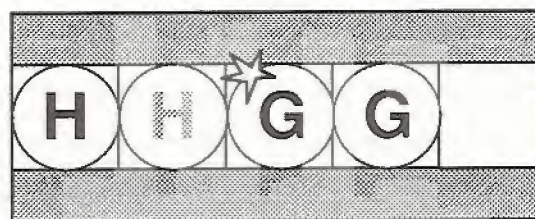
A Deathdance is a special manoeuvre performed by Harlequins who are faced by a foe many times their number. The Harlequin performs a swirling melee of acrobatics and deadly close combat attacks, cutting cruel blows with his weapons while his opponents weapons seem to pass right through the him.

To enter the deathdance a Harlequin must pay 3AP's. For the duration of the dance the Harlequin receives +1 to Close Combat rolls. The Harlequin can now attack a Genestealer in an adjacent square in close combat for free. If the Harlequin wins the close combat then the Harlequin may follow up and move into the recently vacated square. The Harlequin may now attack another target in an adjacent square and follow up for free. This process continues until either a combat is drawn, the Harlequin is killed or there are no targets left to close assault. See Example 2.

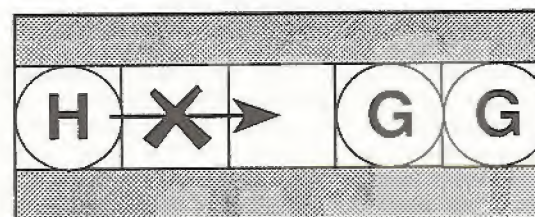
Example 2: The Deathdance



The Harlequin enters a deathdance. Assuming he survives, on killing the 1st Genestealer...



...The Harlequin can follow up and attack the 2nd Genestealer, if successful the Harlequin could then follow up and attack the 3rd.



But if the 2nd Genestealer wasn't there the dance would end on the death of the 1st Genestealer.



Holo-Suit

The Harlequins use a visual disruption field known as a Holo-Suit which greatly distorts the outline of the Harlequin. Add to this the spinning, leaping and twisting movement of the Harlequin and you get a very difficult target to hit. For this reason Harlequins have a relatively high close assault factor.

Close Assault Defence

Harlequin agility allows a Harlequin that is attacked from the side or rear to turn to face its attacker before the combat starts, at no penalty.



Defence Stance/ Overwatch

Harlequins have the option of setting overwatch the same as Space Marines or they may assume a defensive stance. A Harlequin with a hand weapon faced by the prospect of close assault may choose to prepare to face it. A Defence Stance marker is placed next to the figure as the Harlequin becomes poised to explode into violent action. During the Genestealer turn the Harlequin receives a +1 bonus in all close assault battles.

NEW WEAPONS

Harlequin's Kiss

This terrifying weapon is the Harlequins' trademark. It consists of a slim tube, generally strapped to the back of the forearm, which fires a long stream of monofilament wire. In close assault the Harlequin thrusts the kiss at any opening in the opponent's armour. The long tube penetrates deep into the target's body where the monofilament wire streams out of the kiss, where it twists and coils killing the target from the inside. Then the wire retracts and the victim simply collapses, dead! Because it is such a deadly weapon the Harlequin's Kiss gives a close assault bonus of +2.

However, the Harlequin's Kiss is a weapon with a drawback, sometimes the wire gets caught inside the victim's body and can leave the Harlequin wide open. After killing an opponent the Harlequin player rolls a D6. On a score of a 1 the Kiss gets caught inside the victim and the Harlequin must spend 1AP to free it. If it happens during the opponent's turn place a 'jammed' marker next to the Harlequin, the Kiss can not be freed until the Harlequin player's next turn and the Harlequin will lose Defensive Stance. The Harlequin's Kiss is not a fast weapon and therefore is not of great use in a Deathdance where speed of the blows counts.



This double-edged weapon, a danger for opponent and wielder alike, typifies the Harlequin ideal.

Shuriken Pistol

A Harlequin armed with a Shuriken Pistol (or any other pistol) has a +1 bonus in close assault. This bonus counts per pistol, therefore a Harlequin armed with two pistols receives a +2 bonus.

Chainsword

The chainsword is type of sword, similar to the power sword used by Terminator Captains and some Sergeants. Both swords give the user the chance to parry by making the opponent re-roll one die used in the attack. Because a Harlequin will always be facing the opponent the Harlequin will always be able to parry an attack. Both sides roll dice as normal for the attack, but then the Harlequin player can ask the Genestealer player to re-roll one of the three dice. This roll then counts even if it is higher than the first roll. A Harlequin armed with a chainsword gains a +1 bonus in close assault.



Power Axe

The power axe is a large bladed weapon with a powered edge. It is used in close combat with similar effect to a power sword, although its heavier bulk prevents the user from parrying, it can be used to break through doors and bulkheads. The Harlequin armed with a power axe gains a +1 bonus in close assault. The power axe can also be employed using heavy chops to literally break the door down. This costs 1 AP for a door, and 2 AP for a Bulkhead. No roll is needed, the target is destroyed automatically.

RANGED COMBAT

Two Weapons

A Harlequin armed with two shuriken pistols fires both for 1AP, but they must be fired at the same target. This rule applies for a Harlequin on overwatch.

Shuriken Pistol

The shuriken pistol is another favoured weapon of the Harlequins. The shuriken pistol works by using a gravitic reaction to propel circular discs with mono-molecular cutting edges. These discs slice through armour or bone and every burst of fire, catapults a hail of the discs at the enemy.

The Shuriken Pistol costs the same number of AP's to fire as a storm bolter, and may also be used while performing a move and fire action. It kills Genestealers on a 6, cannot destroy doors, has a 12 square range, may be used on overwatch, and gains the following sustained fire modifiers:

First shot	0
Second shot	+1
Third and subsequent shot	+2

As stated above the shuriken pistol also gives a +1 modifier in close assault.

Shuriken Cannon

The heavy version of the Shuriken weapon is the favoured armament of the Death Jester. Laying down a devastating hail of discs, the Death Jester gracefully twists and turns leaving destruction and death in his wake. On the battlefield Death Jesters have earned a fearsome reputation. Death Jesters provide vital long range support during an assault on a Space Hulk, covering the Harlequins' advance and checking flank attacks by the Genestealers. The great agility of the Death Jester combined with the use of Flip-Belts enables them to make every move look effortless.

The Shuriken cannon rolls two dice, killing Genestealers on a 5+, has an unlimited range and an unlimited supply of ammunition and gains the following sustained fire modifier:

First shot	0
Second shot	+1
Third and subsequent shot	+2

When handled by a Death Jester it costs only 1 AP to fire and may be used to move and fire and be used in overwatch.

Overwatch

Shuriken cannons in overwatch roll two dice per shot, and kills the Genestealer if either dice scores a 5+. The shuriken cannon jams if a double is rolled.

SOLO ACTIONS

Harlequins do not have command points like Space Marines. In battle Harlequins fight in a very open, flowing style, more a linked series of individual actions than a cohesive attack. In the confined corridors of Space Hulks and building complexes this becomes even more extreme. This is reflected in the game by the Harlequin player allowing one model per turn to perform a solo, giving the Harlequin an additional 3APs. At the start of each turn the Harlequin player place a Solo marker next to the model who is to use the extra points that turn.

The chosen model now gets 9APs in which it must attack. At least 1AP must be used to attack the enemy player by engaging an enemy in close assault, you cannot simply move the model nine squares or stand and fire nine times. The Harlequin may not end a Solo on overwatch or assume defensive stance.

A Harlequin may not perform a Solo in two consecutive turns, but must be given to a different Harlequin each turn. To aid memory it is best to leave the command marker next to the Harlequin until the beginning of the next turn. Obviously the player doesn't have to use all three of the points and may opt to use none at all. However, spare points may not be reserved for use in the Genestealer players turn or a later Harlequin turn. Any points not used are lost.

Timer

The Harlequin player is still under pressure to make his moves, so he has to use the timer in a similar fashion to Space Marines. The time allocation for a Harlequin force is as follows.

Minimum Time	2 minutes
per Troupe Leader	+30 secs
per Great Harlequin	+30 secs

MISSION NOTES

The missions are designed using only Space Hulk board sections, counters and blips found in the basic boxed set. Genestealers should be handled as per the basic game.

In the force lists many of the troupers are listed with two shuriken pistols. This is for basic gamers. If you have the later weapon tables (printed in Genestealer and Space Hulk Campaigns) feel free to use those rules to change one of the pistols to a laspistol or plasma pistol if you have the relevant model.

If your model has a weapon other than those mentioned in the rules simply treat it as a shuriken pistol.

In all missions the Harlequins move first.

If you want to try out the Harlequin rules I suggest you play Mission 4. If you want to play the missions as a linked campaign then only play Mission 4 if Mission 3 was a Harlequin win and play it with the survivors of the three previous missions instead of the listed forces.

THE MISSIONS

Any unidentified ship, battle-scarred and marked with the crude runes of the dark gods, crash-landing on an Eldar Maiden World would always be a matter for concern. But Craftmaster Tilhavier was more than concerned, icy fear clutched at his heart. Four Troupes of the Midnight Dancers had arrived unexpectedly only the day before. Now the reason for appearing was apparent, some threat from Chaos, perhaps even tainted Genestealers had drawn the Harlequins here.



INTO THE DARKNESS

As the dust settled after the impact, Tilhavier saw Great Harlequin Silvan Spritefire motion the first troupe forward. Obviously, the Harlequin commander suspected that the ship harboured Genestealers. Tilhavier hoped that the seemingly faultless leader could be wrong, but knew in his heart that unending war was visiting Reama-Hann.

Silvan Spritefire waved the Maelstrom Troupe forward. They would lead the attack. The first priority was to get to the control room and make sure that the controls for the cargo doors were locked. The Chaos spawn must be locked into the hulk where they could be easier dealt with.



He watched the last member of the Troupe disappear into the dark maw of the rent in the side of ship and knew that they faced their greatest enemy. As the first sound of combat rang from the hulk he waved the local forces to tighten the cordon around the hulk while Tempest, Tsunami, and Blizzard Troupes made their preparations.

OBJECTIVES

The Harlequins must penetrate the ship, clear the control room of Genestealers and then use the controls to lock the cargo bay doors. The control room is the marked room at the far side of the board.

FORCES

Harlequins

The Harlequin player has the following forces:-

- 1 Troupe Leader with shuriken pistol and harlequin's kiss.
- 3 Troupers armed with two shuriken pistols.
- 2 Troupers armed with power/chain sword and shuriken pistol.
- 1 Death Jester armed with a shuriken cannon.

Genestealers

The Genestealer player starts with 5 blips and receives 1 blip as reinforcements per turn. These are taken from the basic Blip set as given in Space Hulk.

DEPLOYMENT

Harlequins

The Harlequins start on the marked room section.

Genestealers

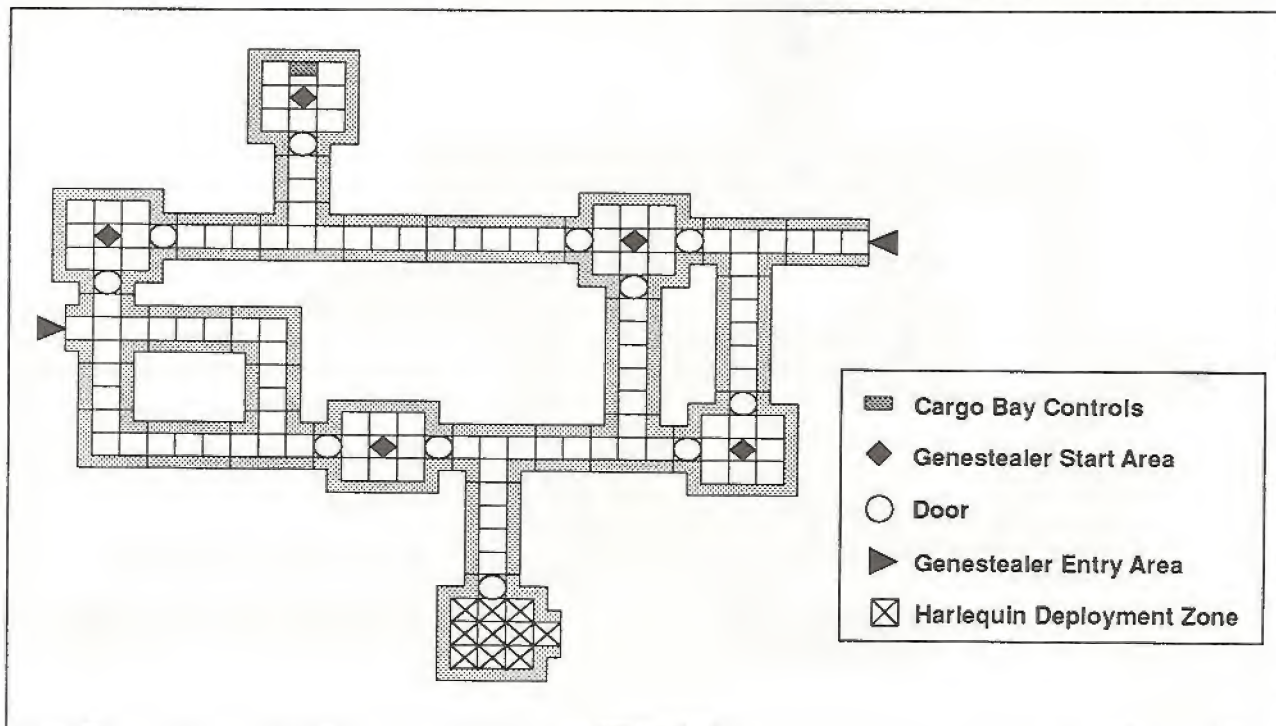
The Genestealer starting force is placed as one blip per marked room. The reinforcements can enter at either of the marked entry points.

SPECIAL RULES

The Harlequins must clear the control room of Genestealers and spend 1AP at the far wall locking the cargo doors.

ENDING THE MISSION

If the Harlequin player locks the cargo doors in 10 turns or less the Harlequins win. If the doors are locked but it takes more than 10 turns the mission is a draw. If the Harlequins are all killed without the doors being locked the mission is lost.



NUMBERING THE FOE

With the Maelstrom Troupe having sealed the cargo bay and holding position inside the hulk it was now time to find out just what they faced. A quick thrust to the bridge would provide the answer to the number and locations of the Genestealer aboard, Tempest Troupe was dispatched through the cordon held by Maelstrom. They must move swiftly to their target.

OBJECTIVES

Harlequins

The Harlequins must reach the bridge and use the computer to determine how many Genestealers are aboard and where they are concentrated. The bridge is the marked room section at the far side of the room. The computer is in the top left corner of the room.

FORCES

Harlequins

The Harlequin player has the following forces:-

- 1 Troupe Leader armed with two shuriken pistols
3 Troupers armed with power/chain sword and shuriken pistol.
1 Trouper armed power axe and shuriken pistol.
1 Trouper armed two shuriken pistols.
1 Death Jester armed with a shuriken cannon.

Genestealers

The Genestealer player starts with 6 blips and receives one blip as reinforcements per turn. These are taken from the basic blip set as given in Space Hulk.

DEPLOYMENT

Harlequins

The Harlequins start on the marked corridor sections.

Genestealers

The Genestealer starting force is placed as two blips per marked room. The reinforcements can enter at either of the marked entry points.

SPECIAL RULES

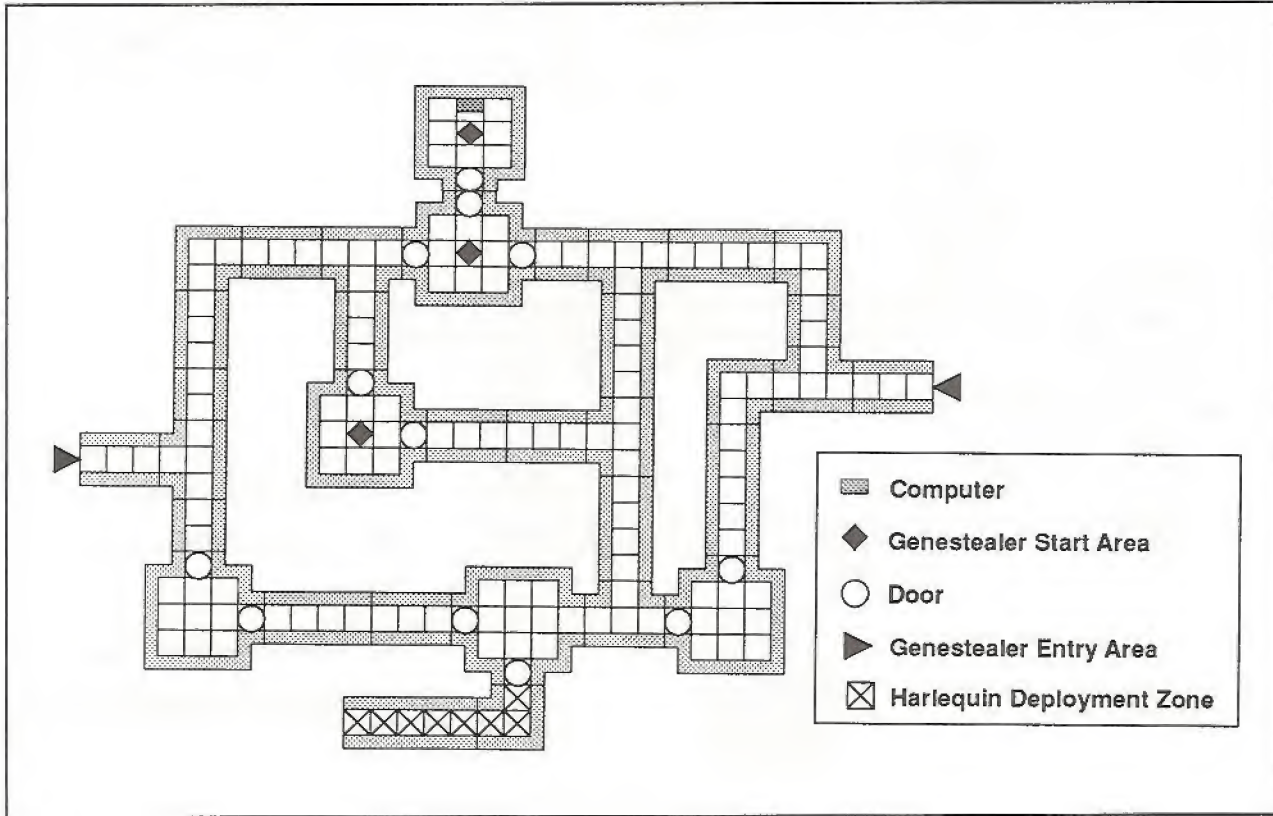
The double doors to the bridge are locked and must be destroyed to gain access to the bridge. The Genestealers in this room may not leave.



The Harlequins must clear the bridge of Genestealers and spend 4APs at the computer searching for the information.

ENDING THE MISSION

If the Harlequin player finds the mission in 12 turns or less then the Harlequins win. If it takes more than 12 turns then the mission is a draw. If the Harlequins are all killed without the information then the mission is lost.



DESTROY



Silvan Spritefire allowed himself a moment of reflection. Tempest Troupe reported that the number of Genestealers on board was low and that many were now sealed in the cargo bay. Two troupes remained uncommitted and a fast push should see them to the cargo bay before too many Genestealers could break out. Then a carefully placed vortex grenade should deal with the bulk of the Chaos spawn.

With his path now clear in his mind he strode forward into the hulk leading Troupe Tsunami, while Troupe Blizzard moved on an intercept course from their position supporting Tempest on the bridge.

OBJECTIVES

The Harlequins must clear all Genestealers in their path and then throw a primed vortex grenade into the cargo hold (behind the door on the top crossroads).

FORCES

Harlequins

The Harlequin player has the following forces:-

Tsunami

- 1 Great Harlequin armed with shuriken pistol, power sword and vortex grenade.
- 1 Troupe Leader armed with shuriken pistol and harlequin's kiss.
- 2 Troupers armed with two shuriken pistols.
- 1 Trouper armed with power/chain sword and shuriken pistol
- 1 Trouper armed with power axe and shuriken pistol.
- 1 Death Jester armed with a shuriken cannon.

Blizzard

- 1 Troupe Leader armed with two shuriken pistols and vortex grenade.
- 2 Troupers armed with power sword and shuriken pistol.
- 2 Troupers armed with two shuriken pistols.
- 1 Trouper armed with power axe and shuriken pistol.

Genestealers

The Genestealer player starts with 10 Blips and receives 2 Blips as reinforcements per turn for eight turns. These are taken from the basic Blip set as given in Space Hulk.

DEPLOYMENT

Harlequins

The two troupes start on the marked corridor sections, one on each.

Genestealers

The Genestealer starting force is placed as 2 Blips per room and the reinforcements enter as one Blip per entry point.

SPECIAL RULES

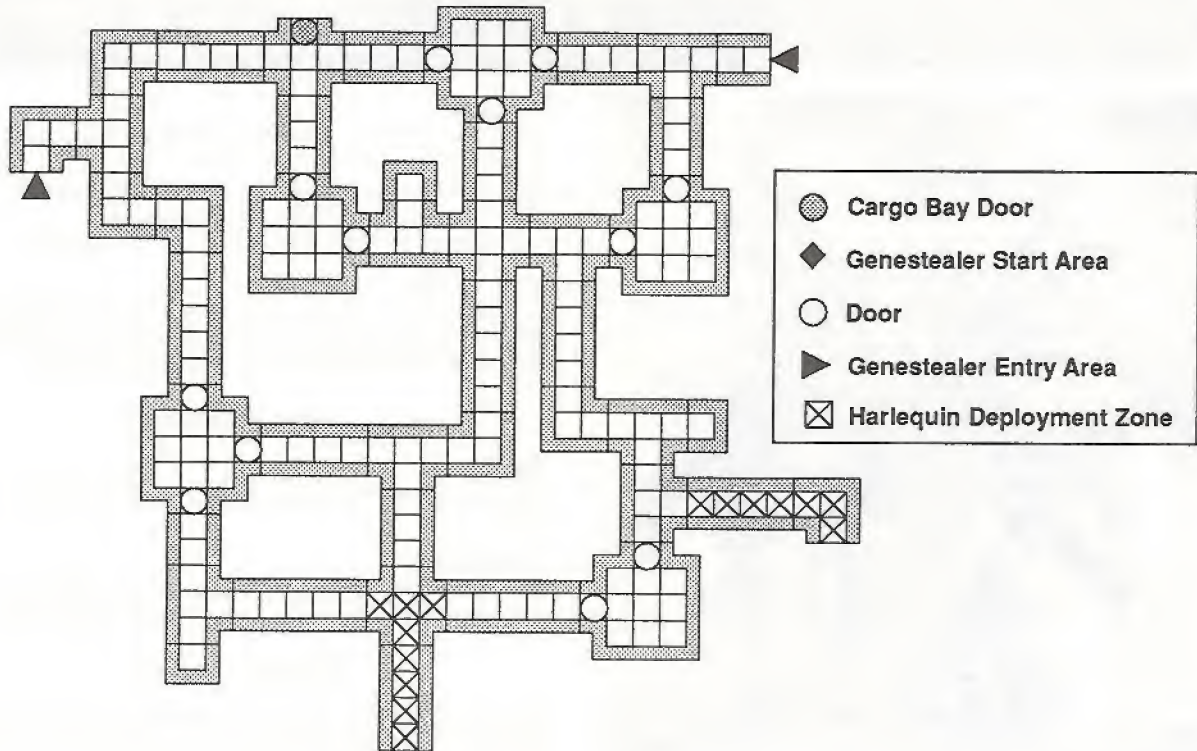
The door to the cargo bay is locked and so must be destroyed to throw in the vortex grenade. The Great Harlequin and Troupe Leader of Blizzard Troupe have one vortex grenade each. They must position themselves on the square where the door had been and spend 2APs to prime and throw the grenade into the bay.

ENDING THE MISSION

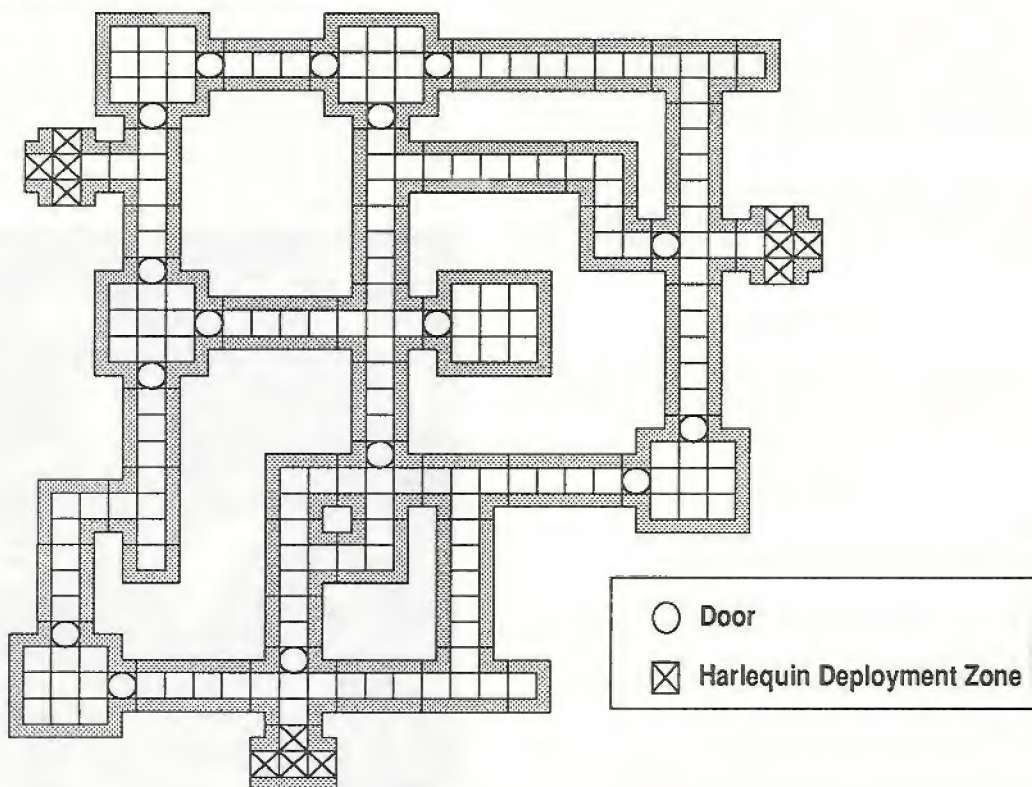
If the Harlequin player kills all the Genestealers and gets at least one vortex grenade into the cargo bay, the Harlequins win the mission. If they get at least one vortex grenade into the bay but do not kill all the Genestealers the mission is a draw. If no vortex grenades get into the bay the Harlequins lose the whole campaign. The Masque of the Midnight Dancers will never live down the shame of their defeat.



MISSION 3: DESTROY



MISSION 4: KILL ON SIGHT



KILL ON SIGHT



With the main group of Genestealers taken out the threat to Reama-Hann was ended. All that remained was to clear the last of the Genestealers from the hulk. Silvan Spritefire felt a small moment of pleasurable anticipation. This final stage of an operation is always the most gratifying, giving the Masque a chance to rejoice in killing their enemy without any real threat to the world they were guarding.

An intricate gesture of the right hand indicated to the Troupe Leader of Tsunami Troupe that the time had come. He in turn passed the command over the radio net to the remains of Tempest, Maelstrom and Blizzard- kill on sight.

OBJECTIVES

The Harlequins are simply out to destroy the remaining Genestealers.

FORCES

Harlequins

The Harlequin player has the following forces:-

Tsunami/Blizzard - Force 1

- 1 Great Harlequin armed with shuriken pistol and power sword.
- 1 Troupe Leader armed with shuriken pistol and harlequin's kiss.
- 1 Trouper armed with two shuriken pistols.
- 1 Trouper armed with power sword and shuriken pistol.

Tempest - Force 2

- 1 Troupe Leader armed with two shuriken pistols.
- 1 Trouper armed with power axe and shuriken pistol.
- 1 Trouper armed with two shuriken pistols.

Maelstrom - Force 3

- 1 Trouper armed with two shuriken pistols.
- 1 Trouper armed with chainsword and shuriken pistol.
- 1 Death Jester armed with a shuriken cannon.

Genestealers

The Genestealer player starts with 15 Blips from the basic blip set as given in Space Hulk. There are no reinforcements.

DEPLOYMENT

Harlequins

Each force starts on a separate entry area.

Genestealers

The Genestealer Blips are placed on the board anywhere on the board except the marked areas.

SPECIAL RULES

No special rules apply.

ENDING THE MISSION

The mission ends when only one side is left standing. If it is the Harlequins then the fame of the Masque of the Midnight Dancers will be enhanced with stories of how they dealt death to the Genestealer foe and are the saviours of Reama-Hann. However, if it is the Genestealers, Aspect Warriors and Guardians will mop up the last of them but the Masque's reputation will be tarnished.





KNIGHTS OBJECTIVES AND QUESTS

By Mark Hawkins

Knights are a powerful addition to many armies in the Warhammer system, fighting valiantly with a strength brought about by centuries of honour and discipline, as such they have formed the backbone of many a conquering force.

This article is concerned with the inevitability of knights being called upon to perform certain tasks befitting their honourable role on the battlefield, these are called Knightly Quests. Knightly Quests take the form of a deck of cards that set an overlying objective and can be dealt out to your knights at the beginning of a battle. They have been produced with the idea in mind of giving the knights a little more to do in the battle than simply disposing of random units.

These cards can be used by a variety of cavalry types including Knights Panther, Knights of the White Wolf, Bretonnian Knights and Knights of the Blazing Sun, and also by horse warriors of other races including High Elf Silver Helms, Reaver Knights and Dragon Princes. The choice is yours.

You will notice that, as with other objective cards, victory points are awarded for the success of a quest, but failure can cause many problems for the knights resulting in equal victory points being awarded to the enemy for thwarting the knights plans. These victory points are a bonus that are added to the usual victory points that you receive for breaking or killing units.

Although these cards have been designed mainly to benefit an army using knights, you will notice that they have a bit of a sting in the tail. All of the cards will appear to be against some pretty heavy odds, this is to simulate the fact that knights will attack the most fearsome foe they can find.

How do the cards work?

The cards themselves are very easy to use and you should find them pretty self explanatory, but before going any further, have a read of the paragraph following so as to familiarise yourself with the card rules.

At the beginning of the battle declare which of your knight units are going to take quests upon themselves and deal an objective card to each. These cards will give you a description of what the quest involves and what you will need to do to fulfill it, as well as a complete rundown of the victory points that you can win depending on what happens while the quest is in play. It is a good idea to bear in mind that once a card has been dealt to a unit, it cannot be changed as knights are men of honour and will not back away from the mission that the hand of fate has dealt them.

Preparing your Cards

Although you could probably use the cards without removing them from the page, it is a good idea to photocopy them and glue them to some good stiff card for them to work in the manner they were designed for.



TURNCOAT

The leader of a unit of knights spots a long lost comrade wearing the enemy's colours. He knows he must best this traitor and his kind with his proud knights in order that honour be returned to his unit.

Pick any enemy mounted unit at random, it is within this unit that the leader of the knights has seen his old companion fighting, and must be attacked as soon as possible.

The sight of this traitor makes the knight's blood boil with rage. While in hand to hand combat with this unit, the knights forsake their normal calm composure and fight with unbridled anger making them subject to frenzy.

VICTORY POINTS

The turncoat is killed or forced to rout by the knights.	+1 Victory point to the knights.
the entire unit including the turncoat is either destroyed or routed.	+2 Victory points to the knights.
The knights are either killed or routed.	+2 Victory points to the enemy.

SECRET WEAPON

A unit of knights have uncovered enemy plans concerning a new and powerful war machine to be used in the coming battle. They have heard word that the power of this weapon is so awesome that it will rob them of the victory they pray for and destroy many a strong unit.

Choose a single enemy war machine, it is this war machine that your unit of knights must do their best to destroy at the first available opportunity. While engaged in this quest, the knights may not enter hand to hand combat with an enemy unit unless the said enemy unit attacks them.

VICTORY POINTS

The war machine has been destroyed by the knights.	+2 Victory points to the knights.
The crew of the war machine are dead or routed.	+1 Victory point to the knights.
The knights are dead or routed.	+2 Victory points to the enemy.
The knights fail to damage the war machine or its crew.	+1 victory point to enemy.

VITAL MISSION

A unit of knights have taken upon themselves a quest of great importance to their cause, which if completed will hopefully turn the tide of the battle in their favour and allow them the winning blows.

The knights must make all efforts to reach the opposite side of the table with at least half the unit intact before the end of the battle. If they succeed then the quest is accomplished and they are removed from play as they ride away from the battlefield, their part in the struggle completed.

VICTORY POINTS

The knights reach the opposite side of the battlefield with no casualties	+3 Victory points to the knights.
The knights reach the opposite side of the table with less than fifty percent casualties.	+1 Victory point to the knights.
The knights fail to reach the opposite side of the table	+1 Victory point to the enemy.
The unit of knights takes more than fifty percent casualties or are routed.	+2 Victory points to the enemy.

A MISSION OF RECOVERY

In an act of guile and underhand cunning an enemy unit have stolen an artifact of great importance. A unit of knights have been given the important task of killing those who fight in the unit and reclaiming the artifact without delay and returning it to its resting place.

Nominate a single enemy unit of equal to or greater points value than your unit of knights. It is this unit that you believe to be holding the sacred item. At the first available opportunity, the unit of knights must engage the chosen enemies in hand to hand combat in an attempt to kill the enemy and reclaim their valuable artifact.

VICTORY POINTS

The knights kill or break the enemy unit and reclaim the sacred artifact.	+2 Victory points to the knights.
The knights are either killed or forced to flee by the enemy unit.	+2 Victory points to the enemy.

AVENGING KNIGHT

In the heat of the battle, a knight spots the helmet of a dead comrade held aloft by an enemy character. With a bitter oath he swears to avenge the death of his fellow knight by killing this enemy.

Nominate a single enemy character. The knight and his unit must make all efforts to enter hand to hand combat with this enemy at his first opportunity. Until the knights kill this opponent, they may not enter hand to hand combat with another unit or character unless it charges them

VICTORY POINTS

The enemy champion is either killed or forced to flee. +1 Victory point to the knights.

The knights win through, killing the enemy champion and his unit. +2 victory points to the knights.

The enemy unit proves more powerful than first thought and the knights are either slain or forced to flee for their lives. +2 victory points to the enemy.

AN OLD ADVERSARY

The knights have heard a rumour concerning the enemy's general. He is the same foe who a number of years ago killed many proud knights by luring them into a trap from which few escaped. The knights have vowed revenge on this dark general and his war host.

The unit of knights in question must make all efforts to reach the enemy general and kill or break him before the battle is over. If they do not manage to reach him or are broken or killed themselves, the mission is a failure.

VICTORY POINTS

The knights kill the general or force him to flee. +2 Victory points to the knights.

The knights have been killed or have been routed by the enemy. +2 Victory points to the enemy.

+1 Victory point to the knights for every enemy unit or character destroyed by the knights.



WOLF LORDS KVALNIR SILVERCLAW AND BEREK THUNDERFIST By Ian Pickstock

Kvalnir Silverclaw is one of the oldest and most respected Wolf Lords in the Space Wolves at present. Wearing terminator armour and carrying an awesome chainfist, one of Kvalnir's most notable victories includes defeating an Avatar in hand to hand combat! Berek Thunderfist is one of the most famous Wolf Lords in Space Wolf history, Wolf Lord of the Thunderwolf Company his reputation with his powerfist earn't him the name Thunderfist



Aha! Welcome to the Model Mutilator. Where we take lots of finely made Citadel Miniatures, chop them up into little pieces, add some Super Glue, season with a little filler, stir into a fine paste with various knives, saws, and drills and pour into our imaginations and see what monstrosities we can come up with.

This issue I show you how to make two special Space Wolf characters as I am collecting a Space Wolf force at present. I know this sounds really corny but it's true. Having looked through the new Space Wolves Codex book I decided in a rather unorthodox manner to make my own Wolf Lord and Great Company. I already had this conversion in mind, not wanting some wimpy WS 7 Wolf Lord with a boring old normal chainfist, I decided to abuse my position entirely by getting my character published in the Journal complete with a couple of full colour wargear cards.

The Drill

Most conversion work in this article is done using an electric model drill, and these models are made extremely easy to build with one. Drills are available from DIY stores for about £30 and since becoming a proud owner of one of these machineries of destruction I have been accused of sounding like a hysterical dentist (I'm told that maniacal laughter can really grate on your nerves).

Making Kvalnir Silverclaw

To make your Kvalnir model you will need the following miniatures: Wolf Guard sergeant in terminator armour, Long Fang sergeant and Ragnar Blackmane. The first thing to do is to remove the head from the Long Fang sgt. This can be quite tricky as in order to remove the head with the beard you will have to make a diagonal cut from the back of his neck to the middle of his chest. With this done, you should be able to remove the excess metal using the drill with a router. After this, you now have to remove the helmet from the Wolf Guard sgt. The best way to do this is to cut the front of the helmet with a saw, this should give you a nice flat surface with which you can hollow out the rest of the helmet. Once again the best way to do this is to use the drill with the router. You will have to drill quite deep in order to make the head fit. Now simply glue the head in the hollow, you shouldn't need to use any filler as any gaps in the join can simply be painted black. This creates shadows that give the head depth and the feeling that it is part of a body in terminator armour. The final stage is to make the Long Fang, the Long Fang is made using a normal chainfist with the chainsaw bit chopped off and Ragnar's chainsaw bit glued on in its place. You can pin the join if you like, but I find just glueing it is enough. You'll probably break it during painting, just glue back on, after a couple of breaks the Super Glue builds up, not only providing a super-tough join but filling any gaps in the join giving a super-smooth finish at the same time (Of course I wouldn't pay too much attention to this gibberish as I've just dropped my Kvalnir off the side of my computer and guess what snapped off, yes the Long Fang!).



Berek Thunderfist

Well I'm not sure if it has hit you yet... that's right to make Kvalnir Silverclaw you need to buy Ragnar Blackmane just for his sword. This I am told is rather extravagant for you mortal gamers. So I have decided to knock up another Space Wolf character using the Ragnar model. Namely that of his former boss Berek Thunderfist. The only thing that I think is absolutely necessary to do is to get rid of what's left of Ragnar's sword arm and glue a Power glove there instead. Of course this will just look like Ragnar with a power-fist. But after doing Kvalnir you'll now be armed with your drill, so get chopping.



My suggestions are to get rid of Ragnar's head and left shoulder pad for starters, as these are what identify the model as Ragnar. Try replacing the head with a snazzy Space Marine helmet, the shoulder pad can be replaced with a plastic shoulder pad and a nice chunky plasma gun in his left hand wouldn't go amiss. Another option is to use a plastic powerfist and power sword/axe etc. This means you will have to put the powerfist on the left hand. As you can see my Berek Thunderfist is made up of the remnants of several figures that I've dug out of the bottom of my bitz box. After you have

finished Berek if any one tells you Berek still looks like Ragnar, then you only have this to say to them. 'When Berek bit it, you didn't think Ragnar would get a new suit of Power Armour, did you? Nah, Ragnar got Berek's old suit with a little piece of Plasteel to cover the hole that Berek left through!'

Well that's the hard bit over, it's mostly drilling and a lot of sawing. If this is the first conversion you've done using an electric model drill you'll now know what a useful part of any mad modellers weaponry it is. I am currently working on some Eldar conversions and maybe some Bretonian Pegasi Knights but you'll have to wait and see. Of course just like everything with the Journal, you don't want to listen to us all the time. So if you have an idea for a conversion or a special character or model then drop us a line.



WOLF LORD BEREK THUNDERFIST

110 points + wargear cards

Your army may include Berek Thunderfist as its commander instead of the Wolf Lord.

Berek Thunderfist was the former Wolf Lord of Ragnar Blackmane's Great Company. The actual wolf totem chosen by Berek when he became Wolf Lord was that of the Thunderwolf. But after many battles the wolf brothers of the Thunderwolf company dubbed him Berek Thunderfist. Many a battle would see Berek leaping into the thick of combat, his mighty power fist dashing foes left and right, crackling with power as tiny lightning arcs danced across its surface.



All around the Fang it was rumoured that Berek was in some way touched by the Thunderwolf and that his power fist was the claws of the Thunderwolf itself. Of course we all know that Berek simply 'neglected' to wire his power fist properly, causing the excess energy to build up on the surface of the weapon.

Despite his huge powerfist and his lightning speed in close combat, Berek met his end defending the Vault of Secrets from the Thousand Sons.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Berek Thunderfist	4	8	7	5	5	4	7	3	10

WEAPONS. Berek Thunderfist is armed with a bolt pistol, powerfist and frag grenades. Berek may chose any additional assault weapons from the Space Wolf Wargear list, as printed in the Space Wolves Codex Book.

ARMOUR. Berek Thunderfist wears power armour (3+ save on 1D6).

EQUIPMENT. As a Mighty Hero Berek Thunderfist may carry up to three Wargear cards. These may be chosen from the Wargear cards as you wish.

STRATEGY RATING. If you have Berek Thunderfist as your army commander he has a strategy rating of 5.

SPECIAL RULES

SPACE MARINES. The usual Break Test and Rapid Fire special rules apply. In addition, the Space Wolves Acute Senses and Hatred also apply (see Space Wolves Codex book).

LIGHTNING REACTIONS. Berek Thunderfist is renowned for his lightning quick reactions. If Berek ties in close combat, then roll A D6. On a roll of a 4 or more Berek wins the combat regardless of initiative and gains one hit against his opponent.

WOLF LORD KVALNIR SILVERCLAW

139 points + wargear cards

Your army may include Kvalnir Silverclaw as its commander instead of the Wolf Lord.

Kvalnir Silverclaw is one of the longest serving Wolf Lords in the history of the Space Wolves, his long and distinguished career spans five centuries. As a Blood Claw and a Grey Hunter, Kvalnir performed with the honour and valour worthy of a Space Wolf. But Kvalnir hardly looked like Wolf Lord material, it was only when Kvalnir was promoted to the Long Fangs that the spirit of Russ seemed to flow through Kvalnir with renewed vigour. Kvalnir quickly rose to the rank of Sergeant, commanding his own Pack of heavy weapon specialists. Kvalnir spent a century as Long Fang sergeant and this is probably the most inspiring part of his saga.

Kvalnir's Pack was an awe inspiring sight on the battlefield and many tales echo around the Fang about their exploits. Not only did Kvalnir's pack provide deadly heavy weaponry, standing resolutely on high ground spitting forth fire and destruction, Kvalnir's Long Fangs also provided a vital rallying point. In many battles when the Space Wolves were forced to fall back, it would be behind Kvalnir that the Wolves would reform. Kvalnir's Long Fangs would lead the other Long Fangs to greater deeds of heroism, on many an occasion the foul enemies of Russ have been repelled by the unrelenting rain of fire provided by Kvalnir's inspired leadership of the his pack.



Not once in his century as a Long Fang sergeant did Kvalnir's Pack fall back in the face of the enemy or lose a single Long Fang. The original four Long Fangs are now part of Kvalnir's Wolf Guard, forming their own unit of Wolf Guard, they bear the scars of many battles fought by Kvalnir's side and it is their devotion to him that led them to trade in their much loved heavy weapons for deadly lightning claws.

Kvalnir's elevation to Wolf Lord happened virtually overnight and is unusual in that Kvalnir became Wolf Lord without first becoming a member of his former Lord's Wolf Guard. It was during the Fifth Great Hunt, the Space Wolves were fighting a campaign to push the foul hordes of Chaos further into the Eye of Terror. The Space Wolves were in embittered conflict with their hated enemy the Thousand Sons. The Silverclaws, then led by Jaegar Silverclaw were driving back the Thousand sons with the spirit of Russ behind them. Jaegar and his Wolf Guard were leading the Silverclaws to a great victory, when the foul forces of Tzeentch sprung a deadly trap. Out of the warp Magnus the Red appeared, using foul and dark powers he called forth the denizens of Tzeentch.

All manner of twisted creatures crackling with the dark magic of Tzeentch were summoned as a deep maw in the material universe opened in front of Jaegar. They were upon Jaegar and his Wolf Guard within a blink of an eye, Jaegar knew his time was over and fought with the ferocity of a cornered wolf. From his vantage point Kvalnir saw this foul deed unfold before his very eyes, in a matter of moments the Silverclaws' attack was repulsed and the Silverclaws started to fall back.

Kvalnir knew that even if their attack failed the Silverclaws must at least hold their position or the entire Space Wolf campaign would be at risk. Kvalnir ordered his and the other Long Fang Packs to stand firm, from their position they poured fire upon the Chaos Spawn which were still emerging from the tear in reality. Slowly the Spawn started to retreat, while Runepriests combined their wills to close the Warp gate. The rest of the Silverclaws rallied around Kvalnir and resurged to win the battle and drive the Thousands sons further into the Eye and evict them from yet another homeworld.

Due to the tragedy of losing the entire Wolf Guard, the unit from which new Wolf Lords are chosen, Logan Grimnar bestowed the honour of Wolf Lord upon Kvalnir for showing great courage and leadership and saving the Wolves of Fenris from almost certain defeat. Kvalnir was allowed to chose his Wolf totem for his company, but decided to keep the name Silverclaw. Since he had led the Silverclaws to victory in the Great Hunt, so the Silverclaws they would remain.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Kvalnir Silverclaw	4	7	7	5	5	3	7	3	10

WEAPONS. Kvalnir Silverclaw is armed with storm bolter and another weapon chosen from the Terminator Special Weapon from the Wargear List in the Space Wolves Codex book (not Cyclone Missile Launcher).

ARMOUR. Kvalnir Silverclaw wears Terminator armour (3+ save on 2D6).

EQUIPMENT. As a mighty Hero Kvalnir Silverclaw may carry up to three Wargear cards. One will always be The Long Fang, a mighty chainfist. The other two may be chosen from the Wargear cards if you wish.

STRATEGY RATING. If you have Kvalnir Silverclaw as your army commander he has a strategy rating of 5.

SPECIAL RULES

SPACE MARINES. The usual Break Test and Rapid Fire special rules apply. In addition, the Space Wolves Acute Senses and Hatred also apply (see Space Wolves Codex book).





JOURNAL

GAMES LEAGUE

The Journal will be published every two months if all goes according to plan. A feature which we'd like to include from the following issue is a Games League, a sort of national points based league for GW gamers. Right now its a bit early to tell exactly how popular this is going to be, so we'll start off with a basic league system and take it from there. If the Games League works out well we can expand the system later.

HOW IT WORKS

Broadly speaking the Games League works like this. You fight games of Warhammer, Warhammer 40,000, Epic Space Marine, or any other Games Workshop game against your usual opponents. After the game the winning player sends in the result using the attached result form. Depending on whether you win, draw, or lose you gain 3, 2, or 1 point towards your league total. When we publish the Journal we will collate all the results and print them in the form of a league table. The chances are we won't have space to publish the full tables every issue, so we'll probably just publish the top names, the best fifty, dozen, or however many we have space for that issue.

We'll do all the collation and working out to keep the Games League going, but obviously we depend on you to play the games and send in your results. The league is open to everybody from Lands End to John O'Groats (and even further afield - entries from abroad are welcome too). We leave it to you to find opponents and arrange games as you wish. There is no obligation to fight against any individual league players, nor is it necessary to play a set number of games. We anticipate that some keen players will seek each other out if they live nearby or are willing to travel, but most players will undoubtedly continue to play their usual opponents exactly as they do already.

Scoring

You get 3 points for a win, 2 or a draw, and 1 for a loss (so its always worth playing even if you don't win). Your total score will be recorded by us and published on the Games League table.

Your league position is determined by your averaged score. This is because some of you will play more games than others. So, if you have played 12 games, won 7, lost 4 and drawn 1, you will have a total score of 27 (21+4+2) and an average of 2.25. To weed out the occasional players all averages will be divided by a minimum of ten, so you really need to play ten games before your league score settles down properly.

To keep things as fair as possible you can only enter a league result against the same opponent a maximum of 3 times. Any further games you play against the same opponent can't be counted in the league. This means that you will have to play at least four different players before you get a proper league rating (ie ten games) giving a reasonable indication of a player's ability.

League Games

When you're playing a league game make sure you agree with your opponent beforehand that it is a league game and not just a normal run-of-the-mill bash. Once the game is finished the winner fills out the result form and both players add their names and addresses and sign the form. We won't accept a result unless it's signed by both players.

A league game can be any size and may be fought with any GW game system. We'll keep a separate record of the types of game fought and the different armies, so we'll be able to extract interesting snippets of information to publish in the Journal. For example, what is the most popular Warhammer army? Which is the most successful army? Who fought the biggest battle? And so on. For this reason the results form includes lots of questions which won't appear on the league table itself, but which we can make use of all the same.

If you want to play games with more than one player on each side that's OK we can handle it. Send in all the details of all the players and we'll allot each winning player 3 points, each drawing player 2 points, and each losing player 1 point just as normal. However, if you play several opponents in a multi-player game you will count as having played each opponent once, so this will reduce the total number of games you can play against those same opponents (as you can only play the same player up to three times). Of course this might not bother you - maybe you have lots of opponents!



Start sending in your league results now! Please send your results in an envelope marked 'LEAGUE RESULTS' with a rather hefty black marker pen, to the Journal Bunker address,

**The Journal Bunker,
Games Workshop Design Studio,
16 Castle Boulevard,
Nottingham, NG7 1FL.**

You can include general enquires about games rules, letters/submissions to the Journal in with your results, but please don't send any mail order. Our mail order department is part of our factory way off deep in the badlands some seven miles north of Nottingham. Send your mail orders to them directly otherwise it causes immense confusion and will inevitably hold up your order.



SOME GUIDELINES

If you are intending to play someone you haven't fought before we suggest you arrange a non-league warm up game first. This will expose any problems of interpretation and hopefully avoid any confusion over rules during further battles.

If you're playing a league game make sure you get any common problems of rules interpretation sorted out beforehand. We don't mind what extra rules or restrictions you introduce, but make sure both players know exactly what's going on before you start.

We are happy to deal with any rule queries you may have about any of our games. However, it isn't possible for us to act as arbitrators after the event. If the league is going to work then players must be prepared to interpret rules for themselves in a fair and tolerant fashion. In our own games at the studio we have evolved a good method of resolving situations which are unclear. This is simply to roll a dice to decide which player's interpretation applies. At least this is an even-handed method which can't be seen to favour one player over another.

We can't force players to be good losers (or good winners for that matter) but we would ask all those who take part in the league to accept whichever result with good grace. After all, if you constantly argue with your opponent, nit-pick over rules, and then gloat horribly as his units flee in defeat, he might be so miffed he packs up his army and leaves without signing the result form!

If both players agree to abandon a league game during play because of some freakish result or because of some unfortunate happenstance then that's entirely up to you just so long as both players are happy to do so. Such games can be ignored altogether or entered as draws if both players think this appropriate (eg 'it was touch and go which side would win in the final turn and then we had a power cut...').

CHALLENGES

Its early days yet and we've no idea what sort of response there will be to the Games League. Doubtless the league will evolve as it goes along so we'll just have to keep an open mind about it. To help get things going we can publish a Challenge column in the Journal. You can issue an open challenge to other gamers, proclaiming your willingness to fight league games against suitable opponents. Just send us your name and address (telephone number too if you wish), your game/s system and army, and a shortish message, and we'll print your challenge in the Journal in our Challenge column. For example, 'Fred Smith (18yr old student) seeks Warhammer players to take on Skaven army - write to 4 Jones St, Smith Town, SM1 1AA or phone Smith Town 10101 weekends only.

Its up to players to get in touch and arrange games between themselves - so make sure you can handle strangers writing, phoning, turning up on your doorstep or even ambushing you in the street to issue a challenge. We can't guarantee publishing all challenges as we don't know how many we'll get, but we'll do our best.

IS THERE A PRIZE THEN?

What... you must be kidding. Well maybe if you're lucky and we think of something worthwhile. Could be we give the Games League winner a trophy at Games Day if our Dark and Heinous Masters can scrape the cash together. Stranger things have happened. Only the other day I ate three whole Walnut Whips all on my own. Its a funny old world.



GAME REPORT FORM

Name.....

Address.....

.....Postcode.....

Age.....

Game.....

Date.....Day.....

Type of Army.....

Size of Army.....

RESULT: WIN DRAW LOSE

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Player's Signature:

Name.....

Address.....

.....Postcode.....

Age.....

Game.....

Date.....Day.....

Type of Army.....

Size of Army.....

RESULT: WIN DRAW LOSE

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Player's Signature:

PLAYERS COMMENTS, HINTS & TIPS, HIGHLIGHTS OF THE GAME ETC:

'Only the insane truly prosper, only those that prosper
judge what is truly sane'

Oh and if you like you can photocopy this form. But not for your mates, tell 'em to buy their own copy.

© Copyright Games Workshop Ltd 1994. All rights reserved.

GAME REPORT FORM

Name *J. Major*

Address *Flat 2b Jones Ave*

Jonesborough Jonesfield

Joneshire Postcode *J12 ONE*

Age *20*

Game *Warhammer*

Date *17/4/94* Day *Sunday*

Type of Army *Dwarf*

Size of Army *4000pts*

RESULT: WIN DRAW LOSE
☐ ☐ ☒

Player's Signature:
J. Major

Name *John Dwarf Basher Smith*

Address *23 Smith Street Smithtop*

Smithwood Smithingham

Postcode *SM13 4HY*

Age *18*

Game *Warhammer*

Date *17/4/94* Day *Sunday*

Type of Army *Orc and Goblin*

Size of Army *4000 pts*

RESULT: WIN DRAW LOSE
☒ ☐ ☐

Player's Signature:
J. Smith

PLAYERS COMMENTS, HINTS & TIPS, HIGHLIGHTS OF THE GAME ETC:

We wuz robbed!!! My Throne of power bit it in the first turn, after being hit by do krunch!!! My other units ran away after being smacked to pieces by Johns ten stone throwers!!! My Runesmith was spiked by a doomdiver early on, and I was at a complete loss as to what could save me!!! Pfah!!!

The game got off on the right foot, with the Dwarfs being pounded by my Orc artillery, which for once were able to hit the back of a barn door. My investment in a large number of Shamens paid off, the Dwarfen magical resistance failing them totally this day, the Foot of Gork was fairly dancing across the battlefield, mincing all in its path.

I think Johns plan was fatally flawed from the outset, with his usual bad dicing further compounding his misery.
J. Smith

'Only the insane truly prosper, only those that prosper judge what is truly sane'

SPACE MARINE[®]

STORM THE BREACH

URBAN CONFLICTS IN SPACE MARINE BY GAVIN THORPE

Many battles are fought in heavily urbanised areas where cover and possession of buildings is vital to victory. This article helps you to fight Space Marine battles in cities and other urban complexes.

One of the ultimate tests in combat is an urban conflict, with reduced lines of sight, limited fire arcs and many areas that are perfect for enemy ambushes adding to the overall feeling of tension that underlies a battle, where foes could be metres away and out of sight. The pressure put upon soldiers during such battles is very heavy, the need for perfect co-ordination and reflexes plays strongly upon the nerves of even the super-human Space Marines. Death can stalk a fighter in many ways, but a bolt or las-shot from some hidden foe is one of the most ignoble deaths that anybody could face (or rather, not face). Despite this, it is often essential that an army attack a city, they are sites of power generators, the nexus to continent-spanning transport systems, and the seat of local authority, or perhaps even the habitation of the planetary Governor. The suppression of all these factors make assaults on urban complexes paramount in any campaign that is relying on surprise and speed for its victories. If you can steal the heart and brain of any army, all that is left is useless, and can be easily removed at your convenience.

Buildings are one of the most important terrain features in Space Marine games. They provide hard cover for infantry stands and excellent fields of fire for support troops such as Devastators. In most games at least one Objective marker will be placed on a building, or in a space in the middle of a group of buildings. The following rules are for players who like to have lots of fortresses, power plants, temples and bunkers as well as ordinary buildings. The type of game that uses these rules is called a City Fight.



The Basics.

City Fight battles are a version of assault scenario. One player is the attacker and will find that capturing buildings is the best way for him to acquire VP's. The other player must defend his city and will gain more VP's for breaking the enemy than by occupation of his own property. Unlike other games of Space Marine, City Fight does not use Objective markers, instead every single building on the table is allotted a number of VP's that vary according to the building's importance to the attacker or defender.

Forces and Deployment.

Before the battle the players will have to decide who is attacking and who is defending. This can be done by mutual agreement, tossing a coin or some other method. It is best if you decide this well in advance, as it will make a great difference to your army selection. The attacking player picks his force as normal. We recommend games between 5,000 and 8,000 points are best; too few points and the defender will find it impossible to cover all of the major pieces of terrain, too many and the attacker will be hard pressed to make any headway. The defender chooses his forces slightly differently. He may purchase the fortifications, published in the Space Marine Battles book (also in WD 144), at the printed cost, with the exception of Strongholds (see The City section below). Normal army cards will cost him double, so a 100 point card effectively costs 200 points. Once both armies are selected you are ready to fight.

The deployment zones for a City Fight are slightly different than those for normal battles or other types of assaults. The deployment for the defender is exactly the same as given in the assault rules. He may set his forces up to halfway across the table. He may set-up hidden, which means that a counter is placed for each detachment, and the troops may not be targeted until they are revealed. When an enemy model approaches within 25cm of a hidden set-up counter place the models on the table. One must be placed on the counter's position, and the others will be set-up within the normal coherency rules. Models may be placed in close assault and will be dug-in when revealed, flip the counter to show the dug-in face. Models that fire at a dug-in model receive a further -1 to hit modifier, this is in addition to all the usual modifiers for cover. A model that is dug-in counts as having First Fire orders and will lose the dug-in counter if it moves for any reason. The hidden set-up and dug-in rules are covered more fully in Space Marine Battles. The attacker deploys second and may not place his troops any further than 30cm from his table edge, unless they have special deployment rules (such as Eldar scouts). Once both players set-up it is the first turn, with the Initiative automatically going to the attacker, as cities are usually the primary target of a fast-moving assault column and the defenders will only have a short time to prepare.

Victory Points.

Instead of Objectives, City Fight armies gain VP's by occupying buildings and destroying the enemy. The attacker gets normal VP's for breaking enemy formations, but the defender gains double the printed value for enemies broken. There are a number of ways to obtain VP's from the buildings. The VP's are awarded in the End phase as usual, and are received under the following rules.

Secured: If a player has models occupying a building in the End phase he will receive the VP's given in the building description, unless one of the following conditions apply:

- 1> There is an enemy model within the same building,
- 2> The model is on Fall Back orders,
- 3> The model is subject to a condition that will prevent it from moving and/ or firing in the next turn. i.e. the victim of the Eldar Warlock power Psychic Lock.

There is also a special option open to the attacking army. An attacking army that has assured itself that a building does not contain any more traps or secret entrances can delete the building from it's worries and continue the attack. To represent this an attacking model that fulfils all the requirements for Securing (see above) allows the attacking player to mark the building as Secured. After you have calculated VP's for the turn the attacker should place an appropriate counter on any buildings that his forces have Secured. The attacker may then move his troops from the building without losing the VP's. When you calculate the attacker's VP's a building that is marked by a Secured counter counts as if the attacker had models inside it and he will receive the appropriate number of

Victory Points. A Secured counter does not effect the game in any other way and the building may be reclaimed as normal by the defender in future turns, and the counter should be removed if the defender enters the building later on (or Guards it, in certain cases).

Guard: Certain installations may be Guarded, with the guardians attempting to prevent enemy troops from gaining access. A model is said to Guard a building if it is 5cm or closer to the building. If there is an enemy unit within 5cm, then neither side may claim the VP's for Guarding. Other than by firing or close assault in the usual manner, the unit Guarding the building does not affect the ability of the enemy to possess or attack it in any way.

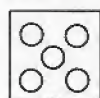
A building only ever awards VP's from one source. A building that is Secured and Guarded by the same player will only allow him to gain VP's from the Securing, the Guarding does not confer additional VP's. Similarly, a building that is marked with a Secured counter and has an attacking stand inside it does not count twice, the VP's are awarded once only. Securing takes precedence over Guarding, and Guarding takes precedence over Secured counters (see examples). This is easiest to remember if you calculate the player's VP's in the following sequence; award for Securing and place/ remove Secured markers. Award for Guarding and remove any Secured markers, finally award the attacker VP's for any Secured markers still on the table. You should calculate VP's at the very end of the turn, after rolls for Rallying or breaking free of psychic attacks, etc. have been attempted.

Victory Levels are the same as those given in the table on the Space Marine play sheet.

Key to Examples



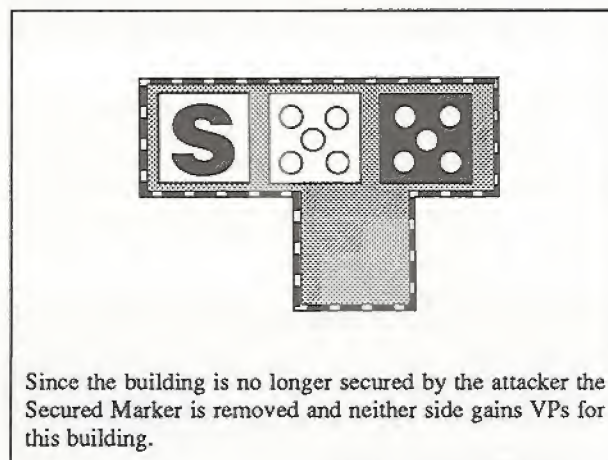
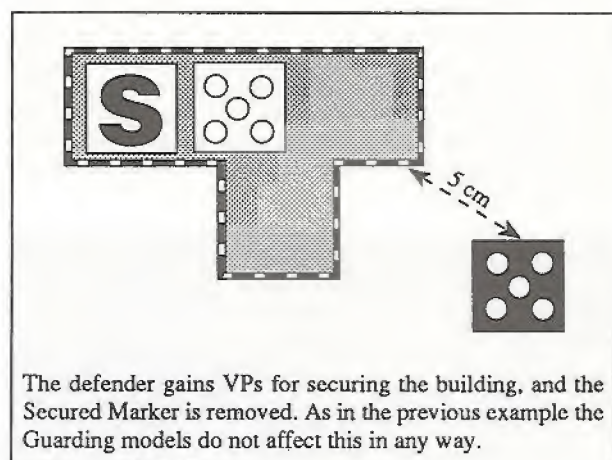
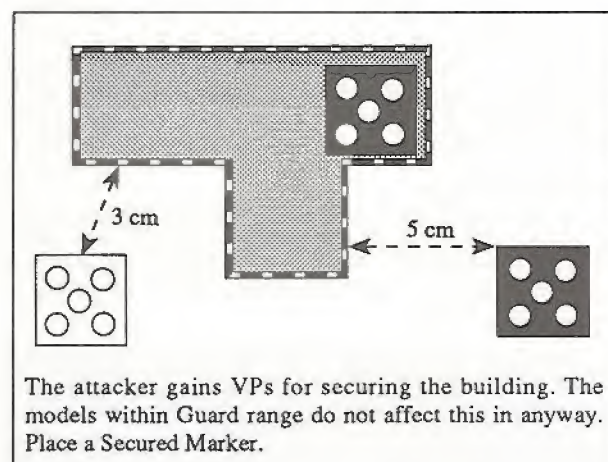
Attacker Troop Stand



Defender Troop Stand



Secured Marker





THE CITY.

The following is a description of different types of buildings and the rules for using them. You don't have to play a City Fight game to use these rules, you can use the special rules in an ordinary battle or an Assault scenario. The Victory Point values are only for use in City Fight battles, use an objective marker if you want to give them a value in an ordinary game.

Standard building.

A standard building is usually some kind of residential block. The card buildings that come with Space Marine are a good example of standard buildings, but Ork villages, Eldar towers and other structures fill the same niche. They can hold four to seven infantry stands.

Standard Building

Saving throw:	4+ on 2D6.
VP value:	1 if Secured.

Factory.

The term 'Factory' is a convenience, it represents a building that contains more than just areas for habitation. It may actually be a munitions factory, medical centre, archive building or other place of strategic importance. An attacker can find vital intelligence such as maps, records of army musters and other information. A factory should be large enough to hold between five and eight stands.

Factory

Saving Throw:	4+ on 2D6.
VP value:	1 to defender if Secured, 3 to attacker if Secured.

Power Station.

Occupation of power stations is vital in a City Fight, where a defenders whole command structure can be broken if the enemy deny him the power he needs for communications and transport. Power stations are usually a group of buildings and generators rather than a single edifice. Models making up a power station should be clearly grouped as a single objective, a wire fence around them can be a good way of indicating this. One of the buildings should be designated as the control centre, it is this building which must be Secured to gain VP's, all the other structures count as standard buildings.



There should also be a model of the main generator or reactor. The reactor cannot be Secured (unless you like living in conditions similar to the heart of a star) and is the structure you measure from if you want to gain VP's for Guarding. If a reactor is destroyed there is a chance that the volatile generators and conductors within its walls will explode. If this is the case, roll a D6. On a roll of 5 or 6 it explodes, hitting everything within a radius of 2D6cm from its centre, including any other buildings. Models in the blast must make a save with a -1 modifier or be destroyed. Titans will lose a shield or suffer a hit as appropriate.

If a reactor is destroyed or the control centre Secured by the attacker, then any defending troops in Strongholds, Watchtowers and similar fortifications count as having no orders for the rest of the turn, while commanders desperately try to remedy the sudden loss of power. Any building weapons cease to function until the start of the next turn, as power is being re-directed from another source. Power stations can hold between 5 and 10 infantry stands.

Power Station

Saving throw:	3+ on 2D6
VP value:	7 if Secured 5 if Guarded 4 to attacker if Destroyed

Temple.

Temples provide a focus for a defenders morale and an attacker who occupies a temple of the enemy, or destroys it, can deliver a large psychological blow to his foes. A defending model within 25cm of a temple may re-roll any Morale or Rally tests. If the second roll also fails then the unit Falls Back as usual. However, nearby troops will be totally disheartened if they see their shrine destroyed or desecrated by the enemy. If the Temple is destroyed or Secured by the enemy all defending units within 25cm must pass an immediate Morale check or be given Fall Back orders. A temple should be able to contain five to ten stands.

Temple

Saving throw:	4+ on 2D6
VP value:	6 to Securing attacker, 4 to Securing defender 3 if Guarded 3 to attacker if destroyed

Bridges.

Bridges form an important part of any settlements transportation system. Controlling a bridge cuts down the mobility of an enemy army considerably. Bridges that are destroyed are useless to both forces and so a player has 5 Victory Points deducted from his total if he destroys one. It is possible for a bridge to be destroyed by a scattering barrage so it is given a save of 4+ on 2D6. Models firing at troops on bridges suffer a -1 to hit modifier due to the struts and other cover that it provides. Unlike other buildings, bridges can be crossed by any vehicle, providing the model actually fits onto the terrain piece (don't try shuffling your Great Gargant along a footbridge). At least one bridge (and preferably two) must be used if there is a river on the table. If you do have a river there should be an additional ford or similar indestructible crossing point at another location on the river (a City Fight across a well defended river is nigh-on impossible if you can't get across; believe me, I failed miserably).

Bridges

Saving throw:	4+ on 2D6
VP value:	4 if Secured 2 if Guarded -5 to army who destroys

FORTIFICATIONS.

The following buildings are classified as fortifications and are allowed several extra additions to the basic building. A fortifications 'class' is based around its size. For every two infantry stands that could occupy the building, it is said to have one Size point. The importance of Size points will be clearer later. Fortifications have thick walls which confer a 4+ saving throw to models that are completely within its walls, this save is modified as normal.



Watch Tower.

Watch towers are small bastions designed to slow an enemy advance rather than stop it. Defenders in a watch tower have good protection and have the advantage of an elevated line of sight, allowing them to pour fire into an enemy formation while sustaining few casualties. Watch towers should be placed to the front of your defences, where if undealt with the defender will be able to pour fire upon the attacker's exposed rear. A watch tower model should not be any larger than three size points.

Watch Towers

Saving throw:	2+ on 2D6
VP value:	4 if Secured by attacker 2 to attacker if destroyed
Cost:	50 points

Stronghold.

Strongholds are much larger fortifications than Watch Towers. They are often Adeptus Mechanicus facilities, or perhaps the headquarters of a particularly powerful Ork Warlord. They are very hard destroy, and if adequately manned they are almost invulnerable to other types of assault. A Stronghold is between four and eight Size points. Strongholds have very rigid internal structuring, and are specifically designed to absorb a lot of punishment. Consequently, a Stronghold has to be hit twice before it is destroyed. The first failed save causes one hit, place a marker on the building. If the stronghold fails its saving throw from another hit it is destroyed as usual.

Larger Fortifications can be made by designating parts of the model as either watch towers or Strongholds, each section being treated as a separate building for occupation, destruction, equipment (except power fields) and its VP rating.

Stronghold

Saving throw:	2+ on 2D6
VP value:	6 if Secured by attacker 3 to attacker if destroyed
Cost:	150 points

City walls.

If you want to fight a battle just outside the city limits then you will want to include a model city wall (a modified Mighty Fortress wall (i.e. lotsa pipes an' plates an' grills an' nails an' red paint an' squigargagargleoyles an' stuff- ed.) makes an impressive focal point for a battle). City walls should stretch from one table edge to another, either from side to side or turning in towards the defenders base line at some point. Its furthest section should be no further than 35cm from the defenders base line. If a City wall is in play the defender can set up anywhere on or behind it, rather than in the normal deployment zone. The City wall should be divided into sections between 15 and 25cm in length. For the purposes of destruction each section counts as a separate building. City walls can take three hits before collapsing, so you need counters to mark them when they fail the first and second saving throws, they follow all of the normal rules for collapsing buildings if they fail to save against a third hit. City walls follow the rules for fortifications and may be equipped with powerfields, weapons and a Scanner tower as detailed below.

A City wall should contain at least one gate large enough to admit a Titan sized model. The gate can be targeted separately if the firer is within 50 cm of the wall section it is in, and it counts as a vehicle with a saving throw of 1+ which can take two hits before it is destroyed. At the start of the turn, before initiative is rolled, the player who Occupies the gate section must declare whether the gate is opened or closed. Any model may move through an open gate, no models may move through a closed gate. The gate may be attacked in Close Assault and has a CAF of +20 though it does not roll dice to add to this score (so any enemy who can roll 21+ with their CAF will cause one hit).

Models may be placed on the ramparts and gain the -2 to hit modifier for being in a building. Models that are flying high will only suffer a -1 to hit penalty when firing at troops on walls, as a lot of the cover will be negated by the firers greater elevation. There will only be a -1 to hit modifier if the firer is located behind the wall, as most of the defences are positioned to withstand attacks from the front. It takes an entire turn for a model positioned at the top of the wall to reach the bottom, and vice versa. City walls are assumed to have lifts and other devices to move tanks up to the ramparts, so almost any model can be positioned at the top. Only Titans and super heavy tanks are prohibited from being placed on top of a City wall. The occupants of a City wall may only be close assaulted by models on the inside unless the attacking model is a skimmer (in which case it can fly up to the ramparts as usual). The normal rules for attacking a building apply. Models on top of a City wall do not get the extra saving throw given by fortifications as the protection provided does not completely enclose them.

A City wall may have Strongholds and Watchtowers positioned along its length (such as the Mighty Fortress towers) and these follow all the rules given for Strongholds in this article.

There are many other types of building not included with this article, if you have a particularly interesting terrain pieces feel free to make up rules and Victory Point values for it (as long as your opponent agrees).



City wall

Saving throw:	2+ on 2D6, takes three hits
VP value:	3 to a Securing defender, 7 to a Securing attacker. 5 to attacker if destroyed.
Gate:	Vehicle save of 1+, takes two hits, CAF +20.
Cost:	Free



BUILDING WEAPONS AND DEFENCES.

The following items may be bought for a fortification and should be represented by an appropriate terrain model.

Power field generator.

A Fortification may be equipped with a power field generator to defend it from incoming fire. Each generator will supply one power field which will be permanently knocked down by the first shot that hits it. Because powerfields have to flick on and off to allow weapons inside the field to fire, any hit on the field will bypass it on a roll of 6 on a D6- the shield still remains but the hit is worked out on the building. The number of generators one building can contain is limited by its size. A building can have one generator per size point. Larger fortifications made up from several Strongholds and/ or watch towers combine the number of powerfield generators. Each Powerfield will protect up to 7 size points of building.

An occupier may destroy the powerfield generators at the end of the turn (to prevent them from being used by an attacker who is almost certain of gaining possession, for example) and this is automatically done in the End phase. City wall sections are very large and so do not combine generators, they only cover the section the generator is located in. City gates are protected by a generator if it is in the same wall section. Power fields cost 25 points each and adds one to the Victory Point value of the building for every two generators bought (one is free, two are worth +1 VP and so on).

Scanner tower

Next to the fortification there is a tall column covered with aerials, dishes and other scanning devices. A Scanner tower is filled with sophisticated target acquisition sensors, communications relay systems and other equipment necessary for the co-ordination of an army.

If the building is equipped with one or more weapon systems a Scanner tower grants it a +1 modifier on all its to hit rolls from a single weapon. A Scanner tower can give accurate advanced warning to troops about the dispositions and movement of the enemy. After orders have been placed but before they are revealed you may add D6 order counters. The units affected must have at least one model within 30cm of the tower's base. A unit that has been given two order counters may decide which to use. It must still move and fire under one type of order, it cannot Charge for its movement and have First fire orders for firing, for example. No unit may be given more than two order counters.

A Scanner tower can also be used as a Command Unit for Imperial Guardsmen allowing them to be given orders if they are within 25cm of its base. Another use for the tower is to spot for models firing indirectly. It has a line of sight from the top of the model and shots that scatter when being guided by a Scanner tower scatter three centimetres less than indicated by the 2D6 roll.

The tower counts as a separate building that cannot be Secured or Guarded. The tower has to be situated outside any powerfields otherwise its scanning equipment is rendered useless and will therefore not benefit from any powerfields that protect its associated building.

A scanner tower is slightly less armoured than a standard fortification, it has an armour saving throw of 3+ on 2D6. A Scanner tower costs 100 points and is worth 2 Victory Points if the attacker destroys it.

A captured tower (one with its parent building Secured by the attacker) will automatically reveal any defending units that are still hidden. Since Orks are not sophisticated enough to construct them, Ork fortifications may not include a Scanner tower.

Weapon system.

There are several types of special weapon that can be mounted on a building. Some of these are designed to attack enemy transports at a distance, while others are relied upon for their ability to cut down swathes of attackers shortly before they attempt to storm the building. Each building counts as a separate detachment for firing, and always counts as if it had First Fire orders. If the defender does not have models occupying the building then the weapons may not fire, as auto-targeting systems get very confused when there is a large number of buildings and potential targets to fire on. The attacker may not use these weapons, and it would take too long to destroy them in the heat of battle. A weapon can be targeted separately by an enemy model within 50cm of the building. They count as an armoured vehicle with a save of 1+. A weapon system is usually turret-mounted with a 360 degree arc of fire. For every four stands that a fortification could hold, it is allowed a single building weapon. A weapon system costs 75 points and each one adds +1 VP to the fortification's value, either for Securing or destruction.

Imperial.

Multi-launcher: The multi launcher is a barrage weapon that fires salvoes of semi-guided rockets at attackers while they are still advancing into the outskirts of the area the fortification is protecting.

Las-battery: The Las-battery is an array of large scale Las-cannon, similar to those that make up the barrels of a Titan Las-blaster. Their primary use is for destroying recon troops and other light vehicles, though they can also shoot attacking infantry in significant numbers.

Gatling battery: The Gatling battery is a multitude of large

calibre auto-cannon that can achieve a high rate of fire. They are mostly employed to deal with medium sized attackers, such as enemy transport vehicles, forcing attackers to slow their advance or risk getting killed in a torrent of shells.

Melta-blasters: The super-heat discharges from Melta-blasters can cause horrendous damage to living tissue, as well as melting through thick armour. This devastating firepower is offset by the relatively short range of weapons that employ Melta technology.

An Imperial building may also mount the following Titan weapons; Vulcan Mega-bolter and the Inferno gun. These follow all of the rules given for them in the Space Marine Battles book.

Eldar.

Lightning cannon: The Lightning cannon works on a similar principle to the Titan Heat Lance. It sets up an electromagnetic tube, along which a tremendous current of electrical energy is discharged. Unlike the Heat Lance, the energy explodes violently when it hits the target, with forks of lightning arcing from tanks and armour, striking more enemy before it dissipates.

When you fire a Lightning cannon, select a target as usual. Place a barrage template so that it is centred on the model. Roll to hit all the models under the template, needing a 3+ to succeed. Because the energy is of an electrical nature, heavier armour only attracts more of the attack towards the model. For this reason, any model hit has a saving throw of 5 or 6, regardless of what it would normally save on (this includes stands and vehicles that normally receive no saving throw). After all hits have been worked out there is a chance of the lightning leaping across to a new target. Roll a D6, on a score of 5+ the barrage template should be repositioned as follows. Roll a scatter dice and place another template so that it is touching the original, with its centre point in the same direction as indicated by the scatter dice. Remove the first template and work out any hits on models under the new template. The lightning can continue to jump in this manner, if you keep rolling a 5+. The lightning field is very dense and will ignore any terrain, so there is no to hit modifier for cover when you roll to hit.





Deathreaver: The Deathreaver is a large shuriken cannon that fires mono-molecular edged discs, over a metre in diameter. These slice through troops and armoured vehicles with equal ease, causing great rifts to appear in the enemy line.

Repulsor: The Repulsor uses the warp-field technology seen in such devices as the Warp-wave generator mounted on Wave Serpents, and is also a popular device for creating anti-gravitic skimmers. The Repulsor is not a single weapon, but a series of conductors that are positioned around the fortifications walls. These generators send out a blast of energy that sends models reeling from the buildings walls. Troops are scattered, while vehicles can be left overturned and useless. The Repulsor does have a central generator which can be targeted and destroyed like other building weapons.

When the Repulsor is discharged you must determine how far the wave emanates from the building, which will be 3D6cm. The only way to avoid this is to use dexterity or brute strength to avoid the rather erratic spread of energy. Any model caught in the wave should roll a D6. If the model scores a 5 or 6 it is unaffected and will remain in place. If it scores a 1, a particularly powerful section of the field forces the model to make a save with a -3 modifier, if it makes it's save it is moved to the edge of the field as described below. Any other result means that the model is pushed back to the edge of the field, directly away from the building, and may do nothing for the remainder of the turn. If a model cannot move the full distance (i.e. it is pushed into a building) then it must make an unmodified save or be destroyed. Other buildings within the field are unaffected. The Repulsor takes a while to charge up and so can only fire in the advance fire segment.

Eldar buildings may also mount weapons that are equivalent to the Titan Wing Missile launchers and Lascannon, and follow the details given in the Renegades book.

Orks

Attak-Kannon: The Attak-Kannon is simply another variety of the Orks favourite weapons, the Battlecannon and the Autocannon. It lobs huge shells at approaching troops and makes a satisfyingly loud bang when the ammo detonates, sending armour rippling through the air or shooting great clods of dirt and shrapnel into the sky.

Belcha: The Belcha is obviously based on the fire throwing armaments of the Imperium, such as is mounted on the Hellhound tank. It is supposedly the breath of Gork, but is in fact large amounts of burning embers and smoke flushed out of a funnel-shaped barrel. It uses the template given for use with the Hellhound and the Inferno Gun and will hit covered models on a 4+.

Bigblasta: Bigblasta's are the next step up from Battlecannon. They fire huge shells which can smash apart infantry formations or rip armoured vehicles to smithereens. The Bigblasta is a barrage weapon, but cannot fire indirectly.

Skorcha's: These are simply a number of Scorcher turrets taken off wrecked Gargants or souped up from the remains of a Wartrak Scorcher. They ignore to hit modifiers for cover, since the flames lap round any intervening terrain.

An Ork fortification can also mount a Deth Kannon or Cluster Buster, which follow all of the rules in the Warlords supplement.

Squats.

Mortar: Mortars are huge weapons which fire high-explosive shells for great distances. The Squats use them to barrage distant troops, as the enemy attempts to deploy his battle line. A Mortar fires it's shells in a very high trajectory and so cannot fire at troops who are closer than 50cm to the weapon. The Mortar has a number of barrage points equal to a roll of D6+4 (giving it between 5 and 10).

Anti-storm bolters: The fortification mounts a number of bolters that can hurl a lethal amount of ammunition into nearby attackers. The bolters are all controlled from a central pod, which can be targeted as any other building weapon.

Blaze Cannon: The Blaze Cannon is very similar to the Human Inferno Gun and the Ork Belcher, except that it not only fires superheated steam or flames, but also a hail of shells which are intensely heated by the inferno surrounding them. The cannon fires a plume of fire half a second before secondary turrets spew forth a hail of fist-sized ammunition. Troops not incinerated find themselves bombarded with white-hot metal shards.

The Blaze Cannon fires using the flame template used by Inferno Guns and Hellhounds. Any model half or more under the template will be hit on a roll of 4+. Targets hit must take any saving throws with no modifier. After working out the hits from the flames, leave the template in place. Any models under the template that have survived will hit by a hail of shot on a 5+, requiring them to make a saving throw with a -2 modifier. Titans, and other vehicles with Void or Power fields, will lose two shields, one from the flames and another from the burning shells.

Squat fortifications may also mount a Las or Gatling battery as detailed in the Imperial building weapons section of this article

Chaos.

Chaos Hellwrecker: The Hellwrecker is a huge cannon that fires large shells set with a timer fuse. They soar into the air and explode just above the heads of enemy troops. Such is the

blast that any cover afforded by the terrain only offers limited protection. The Hellwrecker fires a barrage, with barrage points equal to a roll of the artillery dice. If you roll a misfire the Hellwrecker explodes and destroys itself, you must also make a saving throw for the building the Hellwrecker is mounted on with a -2 save modifier. The Hellwrecker blasts away intervening terrain and so it's to hit roll is not affected by modifiers for cover.

Carnageclaw: The Carnageclaw is strange in that it is not a ranged weapon as such. The weapon consists of a huge multi-taloned claw mounted on a long arm, which lashes out at troops who are close by. The Carnageclaw can attack units within 10cm of the building. At the start of every close assault phase, before any other combats are worked out, it may make a number of attacks equal to a roll of an artillery dice. Each attack is worked out as a normal close assault, with the Carnageclaw being treated as having a CAF of +4. Second and subsequent targets do not count as being secondary attackers. The Carnageclaw can only be destroyed by close assault opponents if their score is twice or more than the Claw's. Even if it is beaten it may still use any attacks it has left. The Carnageclaw does not claim benefits for being a secondary attacker, and does not allow other attackers to claim this bonus. If the artillery dice roll is a misfire then the trapped spirits within the machine have gone berserk. The Claw will attack D6 friendly troops instead, chosen by the opposing player.

Chaos fortifications may also mount the following Lord of Battle and Titan weapons; The Death Storm, a Rocket Launcher and Melta-Cannon. These follow of the rules given in the Space Marine rulebook and the Renegades supplement.

Since the writing of the main rules there have been many new models and troop types released. In view of this fact I'd like to take you through a few points that have caused some dispute or confusion over the intervening years.



Buildings and occupation.

The rules say that only infantry can enter buildings. Fine, but what really counts as infantry? There are two methods of resolving the problem, and I leave the choice to you as to which you prefer. The first is two lists of 'Can enter' and 'Can't enter', as follows.

Can enter: Any stand that consists of five infantry models, as well as commanders, Robots, Chaos Champions, etc. Mole Mortars can be set-up in basements. Weapons such as Shock Attack Guns are obviously infantry. Daemons, Greater Daemons and Avatars are big enough to cope with any internal obstructions. Rapiers, Hop-splats and other field artillery can start the game placed in buildings, but may not enter or leave them during the normal course of events (This represents the army preparing a position by knocking down walls, etc).

Can't enter: Boarboyz, bikes, jetbikes, speeders, Rough Riders, Disc riders, Juggers of Khorne. Trikes and similar light vehicles are not permitted to try and crawl their way up those echoing stairways. There is too little room to allow these models to manoeuvre properly. It states in the rules that Dreadnoughts follow vehicle movement restrictions, and this applies to Eldar War Walkers as well.

Method number two is a bit more deep, but can prove more realistic. Any of the troops mentioned in the 'Can't enter' list above may enter buildings but incur a penalty if they do so. While in the building these troops cannot achieve the speed and agility that allows them to fight well in close assaults. If any of the models enter a building they receive a -3 modifier on their CAF. This system allows you to indulge your imagination a little. Picture that Jetbike screaming round spiral stairways, the flitting shadows as it purrs down boulevards of statues, the horrendous screech and bang as the rider encounters a closed door...(you've got the idea by now, I expect).

Of course, there is also a really complicated method which I will risk mentioning briefly, and this involves dismounting (aaaargh!). Yes, you can replace disc riders with a cultist stand, or bikes with the appropriate tactical stand, and other such tom-foolery. (actually, it does work OK. but can bog things down if the troops are constantly mounting and dismounting, as would be found in a City Fight game or you keep mixing up those who are dismounted and those who have been killed).

A model which cannot enter a building is unable to close assault troops inside one. (stands to reason, dunnit?).

Hidden set-up.

During playtesting a rather strange occurrence took place, which has led me to twiddle the hidden set-up rules a tad. It was the first turn, my Speed Kultists went screaming across the table towards a seemingly harmless, insignificant Hidden Set-up counter by a bridge. After the smoke had drifted away my Warlord was horrified to see a Leviathan standing proudly amidst the torn wreckage- 'Where did dat fmg cum from?' he cried.....

Hi, as the opponent It should have been pretty obvious that the set up counter was the Leviathan, what else has the ability to stand boldly in the middle of First Avenue and shout 'Shoot me!'.

Thanks, Ian. But with all that aside, it is rather unlikely that a building-sized vehicle can duck down behind a hedge. Accordingly I suggest that the following vehicles should be placed on the table at the start of the game; Titan, Gargant, Leviathan, Colossus, Cylops and Capitol Imperialis models. Other super-heavy vehicles can be hidden as normal.



Terrain Layout.

Terrain is one of the most important factors in a City Fight. Attaining the correct balance of cover is not too difficult, and here are a few guidelines to help you.

It is very unlikely that you could place too much cover. The best layout has very dense 'blocks' of buildings, which it is impossible to draw a LOS through, while leaving some longer LOS in the form of avenues, parks, etc. Long roads should not be too straight, and important objectives, such as a power plant, are best placed halfway across the board, though as far to the neutral sides as you like. There should be five or more Factories, placed as you would normal objectives. The amount of important installations that are deep within the defenders deployment zone can seriously unbalance a battle. The idea is to generate terrain that allows the attacker to gain VP's, but only after considerable effort. If you find that the attacker is blowing away your front line of defence, but is failing to Secure more than three or four standard buildings, the major terrain pieces are too far back.

A good idea is to build some 'city blocks'. Since troop stands actually represent a group of foot troopers, it is sometimes annoying that they don't perform with the flexibility you would expect (i.e. hiding in narrow alleys, etc.). The city block can be used to overcome this. Simply mount a group of buildings on a single grey board. You can allow enough room to actually place troop stands, but the intention is that the whole section counts as a building for the purposes of movement. In other words, most vehicles cannot be moved onto the base board, as the whole model represents twisting alleys and other inaccessible locations (and don't make the base board twice as large as the area actually covered by buildings, that's just cheating!). It is best if you have a 2-3cm

'lip' around the edge of the buildings making up the city block.

Note that mounting anything other than standard buildings in such a way seriously alters the effort required to attack or defend important buildings. But don't let this stop you from fighting battles this way, it just makes the game even more infantry orientated, as a city fight should be.

Hints and Tips for attackers:

Always remember that the most valuable source of VP's are the buildings themselves. You will probably find it very hard to kill enough troops to break more than a handful of detachments (at best).

The enemy will be hidden to start with, so be prepared to alter your battle line slightly if you encounter something you cannot cope with (my Leviathan escapade should not occur in your games, but it is a good example of what I mean).

Don't completely shun vehicles, tanks like Vindicators are useful for winking stubborn infantry out of their hidey-holes. If you can get a detachment of barrage firing weapons it is possible to give your enemy some nasty scares. Pound his Temple or Power Station consistently, while your other troops move in for the kill. The Guard option on some buildings allows you to snatch some VP's with light vehicles, while you wait for slower moving infantry to Secure them.

Remember to advance though the buildings, if possible. Each one you Secure adds vital VP's to your total, so grab as many as early as possible (this is especially important to Khornate players, who gain certain bonuses for some of the models when they are in the lead).

It is preferable to advance slowly and methodically, snapping up 'easy' targets and amassing your troops for assaults on Temples, Strongholds and other primary locations. It is much better to try and close combat troops inside buildings than to wait for ages taking pot shots, a troupe of Harlequins or similar close combat specialists can storm buildings with remarkable efficiency.

Hints and Tips for defenders.

Assign priorities to the various locations, making Temples and other high value structures a primary building. Your best troops should be positioned within these places, with a small contingent of tanks on First Fire orders.

Don't think that tanks can only be used offensively. If you can buy a detachment of vehicles with long ranged weapons, you can start taking out opposing transports and similar troops. Their armour also makes them handy for holding up lightning raids by bikes and similar vehicles.

The same applies to barrage weapons, most buildings are quite good at withstanding hits, and it is a good way of taking out large numbers of enemy troops, while still preserving cover for any counter-offensive you may launch.

Remember that you also get VP's for buildings, so don't be afraid to launch the odd counter-attack to reclaim some of your land. Also be aware that dug-in troops automatically count as having First Fire orders, meaning you should be able to pound the attackers as they move up, since it is essential they keep moving, and will have to Advance or Charge most of the time.

That's it! Enjoy rampaging through the streets and painting the town red, racing down Detonation Boulevard and other such recklessness. Erm, running out of room, so I'll say good-bye now..... Good Bye!

Imperial Building Weapons					
Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Multi-Launcher	75cm	8 Barrage Points		0	
Las-Battery	50cm	5	4+	0	
Gatling Battery	75cm	4	5+	-1	
Melta-Blasters	25cm	5	3+	-3	
Inferno Gun	Template		4+	0	Uses Inferno template
Mega-Bolter	25cm	8	4+	0	

Eldar Building Weapons					
Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Repulsor	3D6cm	Roll D6: 1-Destroyed. 2-4 Knocked back. 5/6- Unaffected.			
Lightning Cannon	50cm	Special	3+	Special	Jumps on 5+, save of 5 or 6 for target. See rules.
Deathreaver	25cm	6	4+	-1	
Missile Launcher	100cm	4 Barrage Points		0	
Lascannon	75cm	2	3+	-2	

Ork Building Weapons					
Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Attak-Kannon	50cm	4	4+	-1	
Belcha	Template		3+	0	Uses Inferno template
Bigblasta	75cm	4 Barrage Points		-1	Ignores cover
Skorcha's	25cm	4	4+	0	Ignores cover
Cluster Buster	75cm	1	4+	-2	Nearby targets hit on 5+
Deth Kannon	100cm	1	3+	-3	Adds +2 to Titan Damage Rolls

Squat Building Weapons

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Mortar	50-150cm	D6+4	Barrage Points	0	
Anti-storm Bolters	25cm	10	6	0	
Blaze Cannon	Template		4+	0	Secondary hit on 5+ with -2 save
Las-battery	50cm	5	4+	0	
Gatling Battery	75cm	4	5+	-1	

Chaos Building Weapons

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Hellwrecker	75cm	Special		-2	Ignores cover
Carnageclaw	Close combat weapon. Makes number of attacks within 10cm. See rules.				
Rocket Launcher	100cm	8	Barrage Points	0	
Melta-Cannon	25cm	4	3+	-3	
Death Storm	75cm	6	5+	-1	

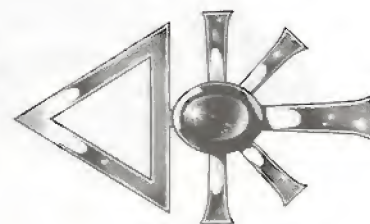
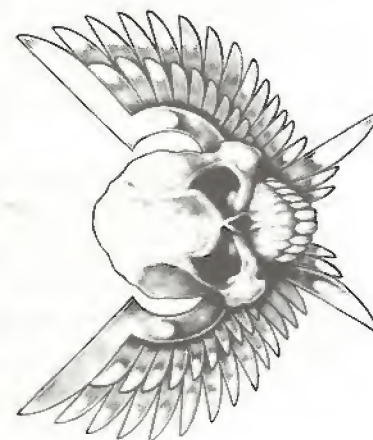


BUILDING TYPE	VICTORY POINTS			SAVING THROW	SPECIAL RULES SUMMARY
	SECURED*	GUARDED	DESTROYED ¹		
STANDARD BUILDING	1 VP	----	----	4+ ON 2D6	-----
FACTORY	1 / 3 VP	----	----	4+ ON 2D6	-----
TEMPLE	4 / 6 VP	3 VP	3 VP ²	4+ ON 2D6	FRIENDLY UNITS WITHIN 25CM RE-ROLL MORALE
POWER STATION	7 VP	5 VP	4 VP	3+ ON 2D6	EXPLODES ON 5+, 2D6CM RADIUS, -1 SAVE
BRIDGE	4 VP	2 VP	-5 VP	4+ ON 2D6	-1 TO HIT MODIFIER
WATCH TOWER	0 / 4 VP	----	2 VP	2+ ON 2D6	FORTIFICATION. 1-3 SIZE POINTS.
STRONGHOLD	0 / 6 VP	----	3 VP	2+ ON 2D6	FORTIFICATION. 4-8 SIZE POINTS. 2 HITS.
CITY WALL	3 / 7 VP	----	5 VP	2+ ON 2D6	FORTIFICATION. 3 HITS. SEE RULES.
CITY GATE	----	----	----	1+ ON 1D6	2 HITS COUNTS AS VEHICLE. CAF= +20. SEE RULES.
SCANNER TOWER	----	----	2 VP	3+ ON 2D6	SEE RULES.

* THE NUMBER BEFORE THE STROKE IS THE VP AWARDED TO THE DEFENDER. THE NUMBER AFTER IS AWARDED TO THE ATTACKER.

¹ ONLY THE ATTACKER GAINS VPs FOR DESTROYING BUILDINGS. THE ONLY EXCEPTION IS A BRIDGE, WHERE A DESTROYING PLAYER WILL BE PENALISED WHETHER HE IS ATTACKING OR DEFENDING.

² MORALE CHECK, FRIENDLY TROOPS WITHIN 25CM



MAN O' WAR

WIND AND WAVE

By Gavin Thorpe

Continuing our series of Man O' War expansions, this issue we deal with the mighty fleets of Ulthuan.



Elves are the worlds best sailors and their ship designs are the most elegant and manoeuvrable on the high seas. While the fleets of other races try to smash through their opponents, Elven ships perform a dance around their foes; a dance that has the wind and waves setting its tempo and the death of their enemies as its crescendo.

Their superior handling allows them to weave across the sea unleashing deadly salvos from the Eagle Claw bolt throwers, while the clumsier ships of other races wallow in the water, desperately trying to bring their weapons to bear. It is not just this fact alone that has allowed them to reign uncontested as lords of the waves for centuries. Their greatest strength lies with their use of magic, and the extraordinary power their Mages wield.

CRYSTALS OF POWER.

Elves are the greatest seafarers in the world, their ships having traversed the oceans long before other races had even mastered the rudiments of ship building. There are few far flung realms that have not been seen by the glittering eyes of an Elven captain struck with a wandering spirit. Many Elven Mages turned their powers to creating artefacts that were carried by the captains or mounted on the prows of their vessels and would help their kindred in the exploration of the wondrous world which surrounded them.

Few of these items remain and of these the most sought after are the Crystals of Power created by the mighty Elven Mage Lord Rethalain and his beautiful sister Mistrellia, who was known as the Enchantress of Tor Elyr. They produced twenty crystals in all, though nearly half of them have been tragically lost during catastrophic accidents or in battle, while others have been siezed by the jealous Dark Elves. They are wondrous items that can help the wielder by striking at his enemies or protecting his ship, and performing other deeds that would be impossible to achieve without magic. Each crystal is named after the Captain or Admiral who was originally given the crystal, though they all belong to new owners now.

ELVEN MAGIC.

Like Chaos Sorcerers, Elven Mages are not restricted to casting magic separated into colours. High Magic uses the power of Chaos in its purest form and is very powerful but often subtle so it is not unusual for an Elven Mage to use spells available to other races when he needs to be more direct and has less time to complete his preparations. An Elven Mage has to direct pure power through his body when he utilises a spell, and it is sometimes the case that directing and controlling the forces involved is too much for the Mage and the power raging through him consumes his body and soul.

GAME RULES.

Crystals of Power.

You may purchase Crystals of Power to equip any Men O' War in your fleet, for the price shown on the cards that follow this article. Each Crystal also adds to the Battle Honours the ship is worth to your opponent, as detailed on the card. There is only one of each Crystal so you may not have more than one of a single Crystal in a game.

Elven Mages and High magic.

An Elven Mage may be bought and used instead of an ordinary Wizard. The Mage is represented by his own counter and is treated like a Wizard in all respects unless otherwise detailed within this article. The Mage counter is placed on the Admirals Flagship template like a normal Wizard.

LEVEL	POWER POINTS		DISPEL	SPELL
	Per Turn	Maximum	COST	CARDS
1: Mage	1D3+1	5	3	2
2: Mage Master	2D3	7	2	3
3: Mage Lord	1D6+1	9	2	4
4: High Mage	1D6+2	11	1	6

* The High Mage gains a +1 to casting and dispel rolls.

Using High Magic

The High magic spell deck.

The High Magic cards printed after this article should not be shuffled in with the other spell cards, they should be placed in a separate deck beside the table. In the End Phase of a turn the Mage may choose to pick up an ordinary spell, a High magic spell or any other combination within the normal rules. If he chooses a High magic spell it is treated like an ordinary spell unless otherwise stated in these rules.



Power points.

High Magic spells often have a casting number that is greater than 6, which makes it a bit difficult to roll on a D6, to counter this the Mage has a number of Power points to augment his casting roll. A six does not signify automatic success as it does with other rolls, it will still fail if the casting number is higher than the roll. At the start of each magic phase the Mage may roll the number of dice as indicated on the table above. The total is the number of Power points he has to spend, record this using the counters provided.

Maximum Power levels.

He may not have more than the number of Power points shown on the table above, if he ever gains more than he is allowed he must roll a D6 on the table below, adding his level and deducting the number of Power points he is over the limit. Regardless of the test result the Mage will automatically lose any excess Power points, deducted if he still has too many after the result of the test has been applied. A Mage never has to roll for Power points, he may simply shut himself off from the influx of magic and use the Power points he has already stored. If a Mage does shut himself off then he may not exchange or discard any of his spells in the following End phase, as he is isolated from the fluctuations that allow magic users to alter their choice of powers. The Mage may cast and dispel as usual.

Casting

A Mage casts High Magic spells in the same way as ordinary spells, rolling to cast, etc. In addition he may add a number of Power points to his dice roll to help him improve his chances. Each Power point expended adds +1 to his dice roll, and the number used must be declared before the casting roll is made. The Mage may choose to augment High magic or ordinary spells, the rules are the same no matter which deck the spell is from. Power points used in this way are deducted from the Mage's total, whether he successfully casts the spell or not. Power points may be kept over from turn to turn, keep a record of the number with the Mage Power counters.

Failed spells.

If the Mage fails in his attempt to cast a High Magic spell (not if it was dispelled) roll on the table below, add the Wizards level and deduct the number of Power points that he used to augment his casting roll.

D6 Roll

+ level

- Power used.

Apply result

immediately.

0 or less

The Mage is consumed by the power raging through him and explodes into a ball of incandescent magic before disappearing into the warp. The Mage is dead, Battle Honours are awarded as usual. Roll one hit on the Mage's ship, it will be on a random Low location, with no save modifier.

1-2

The Mage is almost consumed as a surge of energy thrusts through his body and psyche. To save himself and his ship the Mage hurls the force straight back to its source before collapsing to the deck. The Mage loses all of the Power points he has stored and may do nothing for the rest of the turn.

3-4

The Mage struggles with the power within himself, drawing on more reserves to attain a proper balance. The Mage must lose D6 Power points and may do nothing for the remainder of the turn.

5+

The Mage suffers feedback from the Warp but manages to deflect most of its power. The Mage loses D3 Power points and may do nothing for the remainder of this turn.



Example: The Elf player has a Master Mage with 4 Power points after rolling to see how many he has at the start of the turn. He attempts to cast Call of the Wild and needs to roll a 9+. He invests all of his power points to add +4 to his roll. He rolls a 4 and fails to cast. Rolling on the table above he rolls a 6, adds +2 (his level) and deducts -4 for the number of Power points he spent. The total result is a 4 on the table above.

Example: The Elf player has a Master Mage with 4 Power points at the start of a turn. He elects to increase the Mages' Power total and rolls 2D3. The result is 5. This takes the Mage to 9 Power points, 2 more than he is allowed. He rolls on the table and adds 2 (his level) then deducts 2 (the amount he exceeded his maximum) and looks up the result. His total is 4, so he rolls a D6 and deducts 3 from his total. Since he is now below the limit for his level there is no need to deduct any more points from his total, if his total had remained over 7 he would have lost any excess automatically.

Dispels.

High Magic can be dispelled by any other type of Magic and all the normal rules apply, though it is harder to disperse the energy than with simpler spells. The dispel roll of an enemy Wizard is modified according to how successful the Mage was in casting the spell. For each additional point that the casting roll was made by the enemy suffers a -1 modifier on his dispel roll. e.g. If a spell needs a 7+ to cast and the Mage rolls 9 the enemy would have to subtract two from the result of the dice roll if he attempted to dispel it. This means that the Mage can push a lot of Power into a spell so that he will exceed the casting roll by a large amount, thereby making it very difficult to dispel. This rule also applies if a Mage uses Power points to increase his casting roll of an ordinary spell.

A Mage may dispel enemy magic by absorbing the energy of the spell into himself. To dispel magic the Mage has simply to expend a number of Power points shown on the Mage table and roll the casting number of the spell he is attempting to dispel. This dice roll may be modified by expending additional Power points. For each extra Power point expended the Mage receives a +1 to his dice roll. If the Mage successfully rolls the spells casting number the spell is dispelled as normal. If he fails the spell works as normal. He may only attempt to dispel a single spell once. If he fails the first time he may not expend more Power points in another attempt.

IMPORTANT: ANY ROLL OF ONE WILL ALWAYS FAIL, WHILE A ROLL OF SIX WILL ALWAYS SUCCEED. THIS APPLIES TO ALL ROLLS UNLESS OTHERWISE STATED IN THE RULES.



ELF FLEET

Crystal of Power: 0+

Each Man O' War in the Fleet may have a single Crystal of Power bought for it. No more than one of a single Crystal must be present in a battle.

Cost: As on cards.

Elven Mage: 0-1

The Fleet may include a Mage for the Admirals Flagship.

Cost:

Level 1:	50 points.
Level 2:	75 points.
Level 3:	100 points.
Level 4:	150 Points.



+2 BATTLE HONOURS 50 POINTS

Stone of Anurell

Also known as the Navigator Stone, this crystal gives the owner an insight into the tides and winds, allowing the Captain to plot his course with unparalleled precision.

The ship owning this Crystal may be repositioned once when you are setting up your forces. This is done instead of placing a ship or squadron and the ships new position cannot be more than 12" from its original placing and must be within the normal rules for deployment. The ship may ignore any spells which would cause it to move involuntarily, such as Wind Blast and Blizzard.

CRYSTAL OF



POWER

+2 BATTLE HONOURS 50 POINTS

Orb of Paerennir

Paerennir was the captain of the Dragonship Indragaur, the vessel to sink a Dark Elf Black Ark. The Eagle Claw bolt throwers of his ship were enchanted by this black globe, giving them a potency which outmatched even the mystic veils surrounding a Black Ark.

A vessel carrying this Crystal may always fire any undamaged armaments. Spells and other factors will not stop it from firing. The only reason it will be unable to fire is if the ship is abandoned.

CRYSTAL OF



POWER

+2 BATTLE HONOURS 50 POINTS

Damned Sphere of Caltahari

This Crystal was originally empowered to provide a warding spell over its owner. However, its original owner, Caltahari, died when his ship crashed on the shores of Ulthuan while trying to warn the inhabitants of Grom the Paunh's approach. When its power is evoked a ghostly ship, the Pride of Cothique, rises from the depths in front of the enemy.

The Damned Sphere is used at the start of the Magic phase before any spells are cast. The target ship must roll a 6 on a D6 or be immobilised for the turn. If the ship wishes to fire it must roll a 5 or 6. An Admiral adds +1 to these rolls, while a Wizard or equivalent (such as a Dwarfen Runesmith) allows the player to re-roll the dice once.

CRYSTAL OF



POWER

+1 BATTLE HONOUR 25 POINTS

Delianiath's Arch

Delianiath was famed for the love his crew had for him and the concern he showed for them. The green and blue globe was made by Mistrellia and summons a ghostly bridge that allows the crew to reach safety if their ship is sunk.

If the ship with Delianiath's Stairway is sunk the bridge will appear and allow the crew to get to safety on the nearest ship. Place any Crew, Wardancer, Admiral or Mage counters on the nearest Elven ship. If there is insufficient room for the crew they are taken to the second nearest, and so on. The Crystal is exhausted after it is used and so may only be used once per battle.

USE ONCE ONLY.

CRYSTAL OF



POWER

CAST ON: 8+

CAST ON: 8+

DRAIN MAGIC

The Mage screams into the forbidding dark clouds that have coalesced above his ship during the spells chant. They lower to the deck and pass into his body, taking all of the magical power that currently surrounds the sea battle.

Cast on: The whole seascape.

Effect: The Magic phase ends immediately. All the Wizards in the battle except the Mage, randomly lose D6 of the spells in their hand. All magical items such as banners, Dwarf Runes and Elven Crystals of Power have no effect for the remainder of the turn. The Mage immediately gains 1D6 Power points and must test as usual if this takes him over his limit.

CAST ON: 9+

CAST ON: 9+

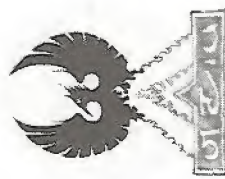
CALL OF THE WILD

In a clear, piercing voice the Mage cries out over the seascape. Deep below the waves in the dark depths of the oceans beasts of the sea stir in their slumber. Hearing the cry they rise to the surface in answer to the distant call for aid.

Cast on: The whole seascape.

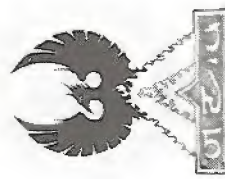
Effect: The Elf player may place a Sea Monster summoning template immediately. This costs him no points but follows all the rules for Sea Monsters as if he had paid for it at the start of the game. He may not select Triton, a Sea Elemental or a Black Leviathan.

HIGH



MAGIC

HIGH



MAGIC

+1 BATTLE HONOUR

25 POINTS

Crystal Dagger of Remianath

The power that Mistrellia placed within this white, two feet long Crystal Dagger gave Remianath mighty powers in hand to hand fighting. It has a mind of its own and cuts through boarders and defenders in a furious bloodlust unimaginable to a creature of flesh and blood.

The Dagger may only be bought for an Admiral's vessel and permits the Admiral to add +3 to your boarding total instead of +1. The Dagger is bought for the Admiral and will be placed with whatever ship he is on, so if he changes ship (being rescued after being sunk, for example) the Dagger will be with him on the new ship.

+1 BATTLE HONOUR

25 POINTS

Salithis' Heart

Salithis was the High Admiral for Bel-Shanaar and was instrumental in many defeats of Chaos fleets. Salithis' Heart is a deep blue crystal that absorbs Warp energy, preventing nearby Chaos Sorcerers from using it.

The Crystal takes effect at the start of the Magic phase, before any cards are picked up, dice rolled or spells are cast. Any Chaos Sorcerer who starts the phase within 9" range of the Crystal will lose one power point. If he starts within 6" range he loses two power points and will lose three if he is within 3" range of the Crystal. Change the Sorcerer's power total immediately.

CRYSTAL OF



POWER

CRYSTAL OF



POWER

CAST: 8+

CAST: 8+

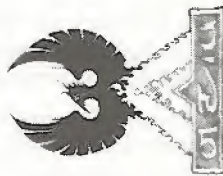
FATE WALK

While murmuring staves of the incantation the Mage stares intently at the boiling skies. The spirit of the Mage briefly departs his body to take a glimpse along the winds of time, at the future. Returning, he can warn nearby Captain's of the enemy's plans, allowing them to avoid their fate.

Cast on: Own Fleet.

Effect: The Elven player immediately gains the initiative if he does not already have it. Friendly ships within 9" range of the Mage (including the one he is on) gain a +1 modifier to all saving throws for the rest of the turn. This does not affect below the waterline saves.

HIGH



MAGIC

CAST: 7+

CAST: 7+

MIND STEAL

The Mage frowns with effort as he sends his spirit body across the void to battle the psyche of the opposing Wizard.

Cast on: The enemy Wizard.

Effect: Each player rolls a D6 and adds the level of his magic user. Wizards that use power points (including the Mage) may add up to three points to their roll, spent before the roll is made. Skaven may eat warstone and will add +1 to their roll for each consumed chunk. If the Mage has a higher score the enemy Wizard counts as one level lower for the rest of the game. Chaos sorcerors and Skaven must make an immediate test, using the rules for failing to cast a spell, deducting the difference in scores from the roll. Has no effect if Mage loses.

CAST: 8+

CAST: 8+

LANGUOROUS BREEZE

After chanting the incantation the Mage turns towards the target ship and slowly exhales a long, deep breath. The sigh swirls towards the ship accompanied by a background of peaceful music. The enemy ship is enveloped by a pacifying mood that completely detaches their minds from the battle raging around them.

Cast on: Any enemy ship.

Effect: The ship may not move or fire for the rest of the game unless the affected ship can roll a 5 or 6 at the start of the turn. The spell remains in play even if the ship passes a test, it must test again in every turn for the rest of the game.

HIGH



MAGIC

CAST: 7+

CAST: 7+

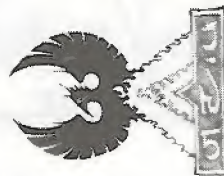
WRATH OF THE SEA

The Mage cries dire words of vengeance to the skies. As his chant echoes the waves dance and swell, increasing in intensity to a frothing maelstrom. With an extravagant gesture the Mage directs the waterspout at an opposing ship.

Cast on: Any enemy ship.

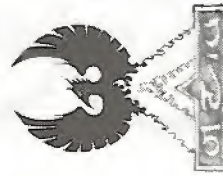
Effect: Roll a D6 for each crew counter, a 5 or 6 indicates they are washed overboard and killed. Roll also for any characters such as Admirals or Wizards, if they are washed overboard follow the procedure given in the 'Captain Washed Overboard' result on the Captains Chart.

HIGH



MAGIC

HIGH



MAGIC

JOURNAL

MUMBLINGS FROM BEYOND THE VOID.

(OR, IS THERE ANYBODY OUT THERE?)

This column is written by you! Completely! Totally 'Journal Mob' free, untouched by inhuman hands. Yes, it's a sort of letters page. HOWEVER, this is a fun publication and we're not going to print reams of boring, whinging letters about the state of politics in Hartlepool, and how it affects man's ability to play a serious game of Warhammer (please note that I have no knowledge whatsoever of the political situation in Hartlepool, but it was the first place that came to mind).

Letters we DO want to publish involve games. Not just any old games but funny, tragic or downright ridiculous games that you have played. Not scenarios, though we'll take your suggestions for these just as seriously. We want to know what things have happened to you, completely stupid mistakes you have made (such as forgetting to buy a Runesmith for your Anvil of Doom), and other such titbits that will have the studio staff rolling around squeeking with the raging giggles, waving their taloned feet in the air. Each issue one particularly good letter will be nominated for the

'Waaa-ha-ha-ha-Eeek!' award.

This column will also include:

The Elastic Tape Measure Show

Hi Folks, welcome to the all-new Elastic Tape Measure Show (Applause/ Cheer). This is where everybody learns what naughty tricks your opponents have been getting up to. Has anybody quoted this line from the Vampire description in the Bestiary '...for strong sunlight burns their flesh and destroys them.' and told you to remove the offending creature from the board? Other tricks, such as using various devious techniques to measure range, can all be found within the mind of The Power Gamer.

If you have had a nasty encounter with such people, drop us a line and we'll embarrass them in front of thousands of readers. It doesn't have to be outright cheating either, if they are definitely stretching the spirit of the game we should get the Fairness Police onto them. The best (or worst) will be awarded the Elastic Tape Measure, for all your one sided needs. We only want to hear about humorous tales of this sort, not completely mind-numbing complaints. Well, that's this little column done with, see you next issue, same time, same place. (Applause/ Cheer) (Dim Lights, Whistle as walk off stage)

Magic Item Compo Update

We've had an influx of entries, so the Winds of Magic must be blowing strong, out in the real world. The standard of the stuff sent in is very good, although some are obviously better than others. Here are a couple of the more interesting suggestions. They show the kind of thing we are looking for; interesting effects, rather than just stat bonuses.

The Celestial Cloak can be worn by the Army General, a Wizard or a Runesmith. It prevents enemy models moving too close to the character, making them test against their strength. This was rather pleasing because it wasn't an offensive weapon, like most of the items we have been sent.

Madcap Mushrooms can be given to a Fanatic who is in the same unit as the character bearing them. They make him even more beserk than usual, for a short while at least. This caught our eye because the person who came up with it has obviously considered affecting somebody other than the character, which is refreshing considering the amount of stuff that is already available to bolster up character models.

The Blue sword of Skarlos is nice example of linking the descriptive text to the effects of the item. The Sword was forged and tempered by lightning bolts and will therefore attract and negate similar spells and attacks during the game.

One thing I would like to take this moment to point out; please don't be alarmed if we don't use your item in the exact format you sent us, after all it is your ideas that we value. In fact, don't be put off if you're not sure how many points an item should cost, or you can't come up with a flowery description, we can easily sort out such matters. Once again, please continue to send in your entries, we are deeply interested in finding out what sort of things the Man on the Battlefield wishes to have.

Oh, and one more thing ('gerronwivit!' they cried), could we have a few more suggestions for armour, banners and don't forget musical instruments as we would like to have the widest range of items to choose from.

Farewell, bold Mage-smiths, and may your furnace never be quenched, nor your anvil be turned into butter by an annoyed God who you short-changed last week, when He popped round to pick up those two thousand magic swords and you said 'There you go, Guvnor, won't find better this side of Naggoroth, an' that's a fact, I can tell ye, yessir, them's the best darn swords I ever clapped eyes on.' And He did say unto you 'Shut Up!'

Oh, yes. It's completely impossible to forget a Runesmith for your Anvil of Doom, but it just goes to show.

THE LONG FANG

12 Points

The Long Fang is a modified chainfist crafted in the forges of Fenris. Compared with other weapons in the Space Wolf armoury at present, the Long Fang is the newest. It was commissioned by the former members of his Long Fang pack and was presented to him as a tribute to his century of outstanding service to the Long Fangs. Note: The additional D20 for armour penetration in close combat has been accounted for in the Long Fang's armour penetration stat.

RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
SHORT	LONG	SHORT	LONG					
Close combat only				10	D4	-6	3D10+10	Parry

KVALNIR SILVERCLAW ONLY

WARGEAR CARD

AMMO FEED

5 Points

The technology to build ammo feeds was developed in the Dark Age of technology and has long since been lost. As a result Ammo feeds for are rare and greatly sought after devices. It can be adapted to fit storm bolters and plasma guns and consists of a hopper or power pack to store the ammunition, usually worn on the back and a mechanised belt feed to supply the weapon with ammo. Ammo feeds are very efficient and jams are rare.

An ammo feed can only be attached to storm bolters and plasma guns and allows the user to reroll one sustained fire dice.

IMPERIUM ONLY

WARGEAR CARD

ELF MAGE



Mage
Level



Power

Mage and Power counters

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
Mage	Master Mage	Mage Lord	High Mage



FOUL KHORNATE RENEGADES SQUIDGE SOME SQUATS



"COME IN NUMBER FIVE, YOUR TIME IS UP"